

DIPLOMACY WORLD



WELL, I CAN TELL YOU ONE THING ABOUT
BALTIMORE IN JULY--DON'T STAY AT THE
HOLIDAY INN.....

VOL. 3, NO. 2

SUMMER 1976

DIPLOMACY WORLD

Vol. III, No. 2 (#12)

Summer 1976

DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

Subscriptions sell for \$4.00/yr. (\$4.50 outside the US). Checks should be in US funds and made payable to "Walter Buchanan." Address changes should be reported 4 weeks in advance. Back issues available: Vol. I, 2-6 (75¢ each), Vol. II, 1 on (\$1.25 each). (Vol. II, 4 indexes all articles in Vol. I & II.) Indiana residents add 4% sales tax. Circulation: 438 (includes 34 solicited samples.)

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and owned by Avalon Hill, 4517 Harford Road, Baltimore, Maryland 21236. Price: \$11.00.

I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657, the current Vice-President/Treasurer.

FOREWORD

We are happy to announce that Avalon Hill will be continuing the sponsorship of DIPLOMACY WORLD that has been provided in the past by GRI, and for the immediate future, I will continue as editor and publisher. We want to thank Avalon Hill for this support. It is obvious that they are interested in the well being of the postal Diplomacy community and realize that this is important to the entire Diplomacy scene.

As part of this, the DiploCon at Baltimore on 23-25 July, to be held in conjunction with ORIGINS II, promises to be the best ever. Edi Birsan reports that there're already over 100 pre-registrations for the Diplomacy tournament. The hobby will be represented from coast-to-coast. Beyerleins will be flying in from CA, I will be coming with Len Lakofka et al from Chicago, John Boyer will no doubt be leading a convoy from PA, and the New York Conspiracy will be coming en masse, just to name a few. We all hope to see you there. See details on p. 36.

We have been happy to have a couple of visits to the Archives in the past few months. Roger Oliver and his wife visited us in March and Bill Stone stopped by in April. See his amusing article reprinted from Command on p. 12. If any of you are passing this way, let us know. We're always happy to have Diplomacy visitors.

Hoosier Archives Demonstration Game No. 6 is already underway. The cast is as follows:

AUSTRIA: Don Pitsch
ENGLAND: Bruce Schlickbernd
FRANCE: Steve Brooks
GERMANY: Ron Kelly
ITALY: Edi Birsan
RUSSIA: Francis McIlvaine
TURKEY: Jeff Key

As of Everything #26, this crew had total Calhamer Point Counts of 46.8, according to Len Lakofka. This makes them the winningest cast ever. The game's start will be reprinted from HA next issue. You'll enjoy the roaring start! By the way, HA Demo Game No. 5, reported finished this issue, was an HA record, going to 15 game years before a 4-way draw was voted on.

In case some of you are wondering why you haven't heard from me recently, I was gone the entire month of May for Naval Reserve training aboard the USS Nimitz (CVAN-68). The exercise I participated in was quite interesting, but correspondence has suffered accordingly.

We are happy to report that paid circulation has now passed 400 for the 1st time and the effect of the game's sale to Avalon Hill has yet to be felt. We're starting to market DW in retail stores, and if you have a store in your area that might be interested, please let us know. The deadline for contributions for next issue is 31 August. Thanks for your support.

Lastly, if a red "X" appears below, this is your last issue. We hope you will resubscribe.



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DWA Correspondent	Queen Suzanne
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Big Help Department, Assistant	Prince John Douglas

DIPLOMACY IN CONTINENTAL EUROPE

by WALTER LUC HAAS

I'm somewhat hesitating to write this article--and it took Walt Buchanan several letters to persuade me to do so: first, because what I know of the early stages of Dippy in continental Europe is only by hearsay; second, because I have some heavy doubts about my ability to use the English language; and, finally, because the second part of the development of Dippy and wargaming in continental Europe is so much connected with my zines that whatever I might write about it could sound like a kind of self-appraisal or worse.

The first problem could be solved by an article Michel Feron (former publisher of the Belgian Moeshoeshoe) wrote and which was/will be published in Bumm #17, by further articles and info given by Michel Liesnard (mainly in his zine Teta) and an article which also was/will be published in Bumm #17. The second point should get solved by Walt who promised to correct my English and to make it at least understandable (poor Walt--or, poor Carol...). And the final point, well.... Even if it might look differently sometimes, I don't actually overestimate the importance of Dippy (or of wargaming, which, by the way, for me personally is much more attractive and of more interest than Dippy...). And by this I feel that whatever I might have "done for" the hobby isn't of any real value anyway, and certainly nothing to be especially proud of. I therefore hope nobody reading this will misunderstand the intentions I had when I finally wrote this article. On the other side, the development of continental Dippy and the problems involved and the solutions found might show some possibilities and ways in which Dippy could be spread out: everybody, wherever he might live, could do the same--and more--much more, actually.

Several problems hampered a fast and steady development of Dippy (and also of wargaming) in continental Europe--which, for facility's sake, I'll call only Europe from now on. Until some years ago, there was no real adult-gaming here. To play games, other than occasionally, and only within the own family only, was not really in--with the exception of some card games (like Skat), playing ninepins and such. The game played and available in game shops were mostly limited to some classics (like chess, draughts) and some not very ambitious die-rolling games, and, maybe, to some other games simulating soccer. Monopoly, for a long time, was the only non-classical, non-European hit widely known here. This was changed, when finally 3M games were available here: though they were expensive (twice to nearly four times as expensive as ordinary European games) the hungry market absorbed them rather fast and showed how much Europeans missed a bigger (and better) offer of games.

Since then, the picture has somewhat changed: more games, more ambitious games, too, get offered--but it is still so that a lot of the wide range of US games don't find their way to Europe, nor do we see even half of the games which get sold in normal game shops and even department stores in the UK. And though there are now many more European (mainly German) adult games on the market--and some of them are at least ambitious, a few even good or excellent ones--you still will not find a lot of different games in the ordinary game shops; in department stores the offer is often nearly insulting....

Besides the high prices which have to (??) be asked for games imported from the USA or the UK, the language barrier caused other problems; rules would have to be translated first--and if possible, into several languages (like German, French, Italian, Spanish, at least, and maybe into Swedish, Portuguese, Dutch and other languages, too).

Also, as far as the German-speaking countries are concerned, there are a lot of big game publishers who, first, were obviously not interested in developing the adult-game market, but then, after they figured out the possibilities of it, tried to fill the gaps by their own efforts--with a few exceptions, I would say, not very successfully. But, they now offer enough different games to fill the shelves of retail stores, etc., so that these don't bother (at least most of them) to look around for other, maybe better, non-European games.

Continental Europe never had any tradition of wargaming as, for instance, England has. There is practically no miniatures-gaming here, though model soldiers get produced and sold here--but only as collectors' items, or, the cheaper ones (not very well liked by adults) as toys for children. Board-wargames didn't get sold here until very recently, and even now, they only get sold in a very few, mostly small and very specialized European shops. Until a little bit more than a year before, nobody sold Diplomacy here, nor are there now more than a few European addresses where you might get the game. As some of you might know from recent discussions in Europa, people here are, by some acceptable and a lot of irrational reasons, very reluctant to sell "this kind" of game. It was totally impossible to find big shops prepared to sell wargames in Germany and Switzerland, for instance (cf. also, the UPI-Wirzburg-Scandale; Europa 12/13:87; Bumm 9, 27).

Europeans have a different attitude and different feelings (and prejudices) towards gaming than, say, Americans. It needed and still will need a lot of re-education and in-

formation to make game playing really acceptable. Also, a lot of people are not really interested in any kind of more ambitious games; they are too complicated to be learned, too time-consuming to be played, and after a hard working day (maybe a lot of people work harder in Europe than in other parts of the world?), a lot of people are not prepared to devote any time and a lot of additional efforts to gaming, especially not if it involves learning new rules, finding out new strategies and tactics, etc. Also, they often have the problem of finding appropriate partners if they were once ready to play games.

To do this re-educational work--to make people aware of new and different games, to help them find other people interested in games, and to locate potential playing partners--there was until recently a total lack of communication medias. Europe had until very recently no magazines (and even no hobby-zine) devoted to adult game-playing (other than chess, of course), and the best such zine, Games & Puzzles, is not only written in English only (which a lot of people are not prepared or not able to read), it also probably isn't available in a normal European shop, news-stand, or library. (And, by the same reasons, most of the Europeans are not informed about what is going on in the USA or in the UK besides, as far as politics and affairs are concerned.)

Europe doesn't have a wide-spread range of SF-zines, and only recently are SF/F books getting more and more translated into European languages and sold as pocketbooks. The few European SF-zines I know of don't really care for gaming; they are mostly interested in books, maybe movies, and often also in subcultural politics and ethics.

There are only a few Dippy-zines around, with a rather limited circulation, and until two years ago, there was no continental wargaming zine here either.

One of the main problems, therefore, for the hobby as well as for interested people, is to get simply aware of the existence of each other. It takes you not only some efforts, you need also a lot of good luck to find your way into the Dippy (or for the same reason, into the wargaming) fandom.

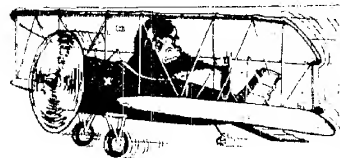
Some of us might have seen these games when we traveled through England or the USA, a few others got informed by GIs stationed in a European country, but most of us had to go a rather adventurous way--and a lot of the potentially interested people never made it--it's somewhat like a real-life D&D....

As an example, I may tell how I got aware of "all that"; always being interested in games (and also being disappointed by the games which were available here then) I bought several German books about games. One of them--the only one, by the way--mentioned some kind of a war-

game, but the description of this game was not very enthusiastic--it looked rather like a silly ridiculous thing. I nevertheless wrote to the author of the book--and happened to even get a reply (knowing this author better now, I can figure out how big a chance I had to get this answer...). He still was reluctant as far as war-games were concerned, but he gave me the address of Avalon Hill and sent me a catalogue of a game shop specializing in good (European) adult games --probably the only one then existing. I wrote to AH, got a prospectus, and now had to take a chance to order some of these strange games without knowing more about them than what was written on the prospectus.... It took me some time and efforts then to become aware that other companies exist--a lot of letters later, I finally (by how many chances, I wonder?) got in contact with people like Don Turnbull (and his then-still-existing Albion), John Mansfield (and Signal), Martin Campion (and his Guide), became aware of Diplomacy (via Albion) and, finally, started to play my first (and up to now, only) postal Dippy game in Don Turnbull's Courier. This game, by the way, turned out to be a very disappointing game (lack of communication, lots of drop outs, etc), and if this would have been my only contact with Dippy, I certainly would have lost interest in this fandom a long time ago. I wonder how many people tried to go the same way and weren't so lucky--and how many potentially interested people haven't even had an initial chance to try it and are still totally ignorant of what they are missing.

The effects of these problems are reflected in the rather slow development of both the Dippy and the Co-Sim hobbies in Europe; the result of all this is also that it will take a lot of additional efforts from all of us to really spread it out--and it certainly will not be an easy task.

Typical of all that is how the postal Dippy fandom got started in Europe. Michel Feron read



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We also publish a monthly newsletter called WARGAMER'S INFORMATION. This magazine (printed offset, or mimeo or ditto) contains information about wargaming conventions, clubs, new game releases, game reviews, opponents wanted ads, and many other items of general interest to the wargamer. The subscription rate is only \$2 for 12 issues, or \$4 for 24 issues.

(Makers of: STARLORD, IMPERIALISM, and BATTLE OF CHICKAMAUGA.)

about Dippy in American SF-zines, asked John Boardman, with whom he was in contact then because of their common interest in SF, what it was all about, and he mentioned Graustark, the first ever published Dippy zine (published by John Boardman, as we know) ((how can we forget?! CA)) in his fanzine Le Sac à Charbon as early as 1968. John Boardman published a letter by Michel Feron in Graustark, and Michel got several replies from US Dippy players and, as he reports, "one of the most important publishers of the time, Rod Walker, was kind enough to send me a copy of the rules." However, not finding any players, "the matter was abandoned for a few years"--until he and the European Dippy fandom got a second chance.

He writes: "The real spark for Belgium, strangely enough, was ignited in Germany. Indeed, in 1970, the ((28th)) World Science Fiction Convention was held in Heidelberg, and quite a few US fans attended. One had brought his Diplomacy set, and they staged a public game. This caught the fancy of another Belgian, Michel Liesnard, who was able to find some players in the school he attended. So the first Diplomacy game of continental Europe was started in the first European Diplomacy zine: Moeshoe-shoe. Other players were found by circulating a flyer in Belgian science fiction circles. Later, Liesnard and another teacher were able to find new players amongst their pupils. For a short time, Michel Liesnard even managed to organize official Diplomacy teaching at his school.

Michel Liesnard tells in Bumm #17 how the first continental European postal game (1971AA) was played--in a rather strange manner by the way--and about Moeshoe-shoe, Michel Feron's zine whose first issue was published in February 1971

and the (up to now?) last issue appeared as issue #119 in August 1975. Eleven games of regular Diplomacy (1971AA-1974IC) got started in it, seven finished in Moeshoe-shoe, 3 were abandoned, one finally transferred to Vortigern. Of the four variant games started in Moeshoe-shoe, two got finished, one was abandoned, and one should be transferred to The Polar Knight. (For details about all continental games, of Michel Liesnard's zine Teta; for bibliographies of Belgian zines, of his Les Dossiers de l'Hyène Harra.)

Teta also lists other Belgian zines (1971 Michel Liesnard's On les a ira; 1971 Michael Bihay's Le Réévaluation du Pillet; 1972 Michel Feron's Eordurie; 1973 Michael Bihay's A.B.L.; 1973 Marc Petit's Little Big War; 1974 Roger Luybaert's Le Nouveau Little Big War). All of these zines started one or several Dippy games, but all got abandoned as well as the zines....

Michel Feron also published 14 issues of Logenbeek (devoted to the publication and translation of variants) and two numbers of Miller Time (reporting about his Miller Number custodianship).

In the meantime, another SF convention, the European SF Con, July 1972, in Trieste (Italy), helped to spread out Dippy into other European countries, too. Michel Feron and Michel Liesnard organized a Dippy event there. Michel Feron writes: "Many people attended; so many, in fact, that we decided to make it the first European Diplomacy Convention. There were players from England, France, Italy, Canada, Denmark, Sweden, Belgium, and even Turkey! Amongst these were two players who later were able to start their own Dippy zines: Roland Prévot, from France, and Ake Jonsson, from Sweden."

Actually, in February 1974, Roland Prévot began to publish his French-written Dippy zine Vortigern which reached issue 26 in May 1976. Four regular games and one variant are played in it, whereas two variants and one regular game were finished in earlier issues. There also is an opening for a French-speaking regular game.

Ake E.B. Jonsson began to publish his English-written zine The Polar Knight in February 1975; it has reached issue 19 these days, and three games of regular Dippy and one variant are played. There are openings for two other variants.

The two other European Dippy zines had their sources in England. They got initiated after contacts with Don Turnbull's zines Albion and Courier (and he was the man who started, as far as I know, postal Dippy and board-wargaming in England). Since December 1972 Enrico Manfredi has published his Italian-written zine Il Corriere Diplomatico. One game each of regular and variant Diplomacy were finished. Another regular game still is being played in his zine, I suppose, though I haven't seen a recent issue of it.



The American Wargaming Association
A National Wargaming Hobby Club

- +Covers all branches of the hobby: Boardgaming, Diplomacy, Dungeons & Dragons, and Miniatures
 - +Monthly offset newsletter: (THE AMERICAN WARGAMER) with wargaming news, convention announcements, game reviews, and MORE.....
 - +Regional, local, and special interest groups.
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- TO JOIN: Send check or money order for \$5.00 to George Phillies, 910 Tenth St. Apt. B, Santa Monica, CA 90403.

When Don Turnbull's Albion folded, I started, in summer 1974, to publish the English-written Europa, devoted to wargaming mainly, but offering some space to SF/F--and adult games, too; Dippy also would have had its place in it--if I could get more Dippy-concerned material, but even some recent special efforts to get such contributions seem to have failed.

Nevertheless, Europa and, since January 1976, its German little brother Joker (which in the Dippy-parts contains translations of articles written by American Dippy players), provided contacts with a lot of European gaming fans. My address collection of European wargamers and potential Dippy players (started in 1974 with a mere dozen names) got more and more "completed" (and contains now several hundred people). Furthermore, I got the addresses of all Diplomacy purchasers who bought their game in the (up until recently, only) German shop which sold the game, and, by the way, other shops beginning to sell Dippy and wargames now,

also promised to send me their addresses, too. Finally, SPI (but unfortunately, not AH, too) provided further addresses of European players.

All this encouraged me to start the English-German written Dippy zine, Bumm, in January 1975, hopefully to build up continental Dippy with a lot of totally new players and to spread it out to yet under- or even un-developed countries, Dippy-wise. In fact, this really worked out quite well. Within 1½ years, more than 50 novices could be found, and it seems that we have reached now the stage where a kind of automatic expansion could begin.

Thirteen games of regular games (one of them French, a few English, the rest German-speaking) are played in Bumm now; three other regular (one of them an intercontinental German-speaking game) are opened.

Some statistical details might be of interest (for details, cf Teta 3 and Bumm 17): (Games started/abandoned/finished/still running --first line: regular games, second line: variant games)

		Belgium	Italy	France	Switz	Swe	Total
1971	reg	02/01/01/00	00/00/00/00	00/00/00/00	00/00	00/00	02/01/01/00
	var	01/00/01/00	00/00/00/00	00/00/00/00	00/00	00/00	01/00/01/00
1972	reg	10/04/06/00	01/00/01/00	00/00/00/00	00/00	00/00	11/04/07/00
	var	02/01/01/00	00/00/00/00	00/00/00/00	00/00	00/00	02/01/01/00
1973	reg	05/05/00/00	00/00/00/00	00/00/00/00	00/00	00/00	05/05/00/00
	var	02/01/00/01	01/00/01/00	00/00/00/00	00/00	00/00	03/01/01/01
1974	reg	03/02/00/01	00/00/00/00	02/00/01/01	00/00	00/00	05/02/01/02
	var	01/01/00/00	00/00/00/00	02/00/02/00	00/00	00/00	03/01/02/00
1975	reg	00/00/00/00	01/00/00/01	02/00/00/02	10/00	03/00	16/00/00/16
	var	00/00/00/00	00/00/00/00	01/00/00/01	00/00	00/00	01/00/00/01
1976	reg	00/00/00/00	00/00/00/00	00/00/00/00	03/00	00/00	03/00/00/03
May	var	01/00/00/00	00/00/00/00	00/00/00/00	00/00	00/00	00/00/00/00
Open	reg	00/00/00/00	00/00/00/00	01/	03/00	00/00	04/
	var	00/00/00/00	00/00/00/00	00/	00/00	02/00	02/
Total	reg	20/12/07/01	02/00/01/01	05/00/01/03	13/03	03/00	
	var	06/03/02/01	01/00/01/00	03/00/02/01	00/00	00/02	

Continental + Overseas players playing in continental zines: (A: Austria, B: Belgium, CH: Switzerland, D: Germany, DK: Denmark, F: France, I:

Italy, NL: Netherlands, S: Sweden, SU: Finland, SP: Spain, UK: United Kingdom, US: USA, C: Canada) (includes the ones mentioned in recent openings).

		A	B	CH	D	DK	F	I	NL	S	SU	SP	UK	US	C
Bumm	47 + 8 = 55	2	1	1	34	0	6	0	1	2	0	0	3	4	1
Vortigern	18 + 6 = 24	0	2	1	1	0	14	0	0	0	0	0	5	0	1
Polar Knight	9 + 8 = 17	0	2	1	0	1	3	0	1	0	1	0	6	2	0
Corriere	?? + 0 = ??	0	0	0	0	0	0	??	0	0	0	0	0	0	0
(- twice counted)	10 + 3 = 13	0	-1	-1	-1	0	-7	0	0	0	0	0	-2	-1	0
TOTAL	71 + 19 = 90	2	4	2	34	1	16	7	2	2	1	0	12	5	2
UK zines only	plus ca 4		+1	+1	+1		+1					+1	--	--	--

A survey on the continental Dippy history would not be complete without at least mentioning several other facts. (1) Annual continental European CoSim and Dippy Cons have been held in

Brussels 1974 and 1975 (headed by Michel Liesnard), and EuroCon 3 will be held in the Frankfurt area (Eschborn) September 11/12, 1976. It is organized by IDA-CER (IDA, Continental European Region) which was founded last year. Sev-

eral MiniCons were organized in 1976, for instance, in Brussels, Paris, Basel, Bochum. FTF meetings have been reported also from Germany, Austria and Poland.

(2) Dippy rules were translated into Italian (Enrico Manfredi), French (Michel Feron), German (Walter Luc Haas), though up to now only some boxes were sold in a few German and one Swiss shop will contain the German translation (which includes an additional page on postal Diplomacy). In fact, the translation problem seems to be a totally unsolved one. A year or so ago, some boxes sold in Germany had a printed translation included, made by an unknown author, who certainly did not speak German as his native language. The translation was bad and partially wrong--and hopefully will never appear again somewhere. Michel Liesnard just reports that the same strange thing happened in Belgium. Dippy is now distributed there by a chain of toyshops, but "the rules which they have included in each gamebox are rather unreadable, unfortunately,"--and that despite the fact that actually two at-least readable translations exist: one by Michel Feron, as mentioned above, and another printed one by an unknown author. I suppose AH should try to solve these translation problems soon. As mentioned elsewhere, some Dippy players here seem to be prepared to translate the rules into Swedish and probably Dutch, too, if AH would be interested in this.

(3) Several European players designed variants: Enrico Manfredi (Worldiplomacy), Michel Liesnard and Jean-Paul Macedoni (Lima I-III, Macedoni), Nicky Palmer (Great Patriotic War), Roland Prévot (Interstellaire IV), Martin Janta-Polczynski (Gibraltar, Persian, Air, Malta, Ambiguity, Diplomatic Diplomacy), and Michel Liesnard (Bruxellisme II, III). The Continental European Variant Bank (CEVB) was founded, which, together with the NAVB, forms the World Variant Bank (WVB)--at least if the hobby is prepared to support this project: cf DIPLOMACY WORLD III, 1, p. 16.

(4) Using the above mentioned address material, CoSim Sweden (with more than 80 members) was founded last year, and CoSim Holland tries to reach another 80+ wargamers now--all of them potential Dippy players since, of course, first contacts have been made to make them aware of the Dippy fandom, too. The Austrian/German Mensa zine, published by one of the two Austrian Dippy players, will advertise Dippy, too, and might bring us some more players. Two German game-shop owners have started to play postal Diplomacy now and intend to organize introductory Dippy evenings in their shops. The German product manager of one of the bigger game publishers is beginning to play postal Dippy now and might influence this company to import Dippy here. Two persons making different TV-series on games are in steady contact with us and might speak about postal Dippy in one of their future

telecasts. A housezine of a Swiss shop for adult games promised to make some propaganda in his next issue....

The Dippy, as well as the CoSim, fandom--after a period of stagnation--seems now to have a very promising future here in continental Europe with several possibilities of expansion. In fact, even the Near East might get "conquered" (with already two Turkish players who momentarily live in Germany) and a Polish Dippy zine is not the last which could be expected.

On the other side, the situation is not without dangers: the expansion might have been too fast. There are many more novices around than experienced players. The whole workload and responsibility lies on the shoulders of a very few people here--the one or other drop out/burn out might really cause some considerable confusion. There soon might be a lack of zines, at least there very probably will be a lack in the German-speaking area in the near future; however, some German novices already have started to make their stages as gamesmasters at least, and, hopefully, the one or other of them might sooner or later start to publish his own zine, too.

Nevertheless, all things considered, the future of Dippy in Europe looks promising--at least if we manage to survive without heavy damages another year or so when there'll probably be enough players and zines around to really guarantee further survival and expansion. Well, whatever will be, will be....

Continental Dippy and Co-Sim Zines:

Dippy Zines: Il Corriere Diplomatico (Enrico Manfredi, Via Vecchia di Barbaricina 20/B, I-56100 Pisa, Italia)(Italian: 1-2 pages); Vortigern (Roland Prévot, Avenue Théophile Gautier 14, F-75016 Paris, France)(French: 6 pages); Bumm (Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Schweiz)(English part: 18 pages; German part: 18 pages; or English-German: ca 28 pages); The Polar Knight (Ake E.B. Jonsson, Box 176, S-381 01 Kiruna, Sverige)(English: 2-6 pages); Les Dossiers de l'Hyène Harra (Michel Liesnard, Ave. de Tervuren 415, Woluwé-Saint-Pierre, B-1160 Bruxelles, Belgique--address good from July 1st)(French; bibliographies; zines); Teta (Michel Liesnard, address above)(statistical).
CoSim Zines: Europa (Walter Luc Haas, address above)(English; CoSim, SF/F-games, adult games, Dippy occasionally; 40-102 pages); Cettysburg (Joseph vanden Borre, rue du Bonheur 14, 8-1070 Bruxelles, Belgique)(French; Cosim); Joker (Walter Luc Haas, address above)(German; contents similar to Europa; 40 pages); CSS-News (Christer Holm, Finningevägen 53 A, S-152 00 Strängnäs, Sverige)(Swedish; CoSim; 16-20 pages).

Ask for sample copies (including one or several International Reply Coupons or appropriate banknote, if possible) if you are interested. For more details, see the "News of the Realm" section.

YOU ONLY DUD TWICE

by ROD WALKER

Chapter V, Casino Dudde: Cautiously, Rodlie Dudright, Secret Agent O-O-Dud, approached his goal. The Casino Dudde was in a notorious and unlit district of Santa Pasta, the Loop-de-loop. As he slunk through the sinister streets, he witnessed a mugging, wherein something small and furry was being done in with particular viciousness by a tall stranger in a grey cloak.

A few blocks further on, he was approached by a tall stranger, who somehow looked familiar, in a grey cloak. "Hey, buddy, youse wanna bye sum durty pichurs?" Not wanting to arouse suspicion, he paid \$15 for an envelope which later proved, on inspection, to be empty.

Closer to the Casino, he was approached by a stranger, whom he felt he had seen somewhere before, in a grey cloak. "Hay, buddy, youse wanna by a Swiss wach?" Not wanting to arouse suspicion, he paid \$35 for a watch which later proved, on inspection, to have no works inside.

The Casino itself was a rather dumpy affair, surmounted by a large hand-painted sign:

KAZEEENCE DUDDE!

"Well," though Dudright, "you have to keep overhead down in these places."

He went in. The entrance led to gossamer hangings cleverly made of sewn-together old ny-lons with hardly any runs in them. On the other side of the hangings was the Casino itself, lit by two huge chandeliers...one of them still hanging from the ceiling...with almost half their bulbs lit. There seemed to be only one item of furniture in the place: a crap table.

Suddenly he was confronted by the manager, a tall chap whose face was somehow not unfamiliar, in a cloak...which on inspection proved to be made of white denim heavily stained with --ink?--something black which gave it a greyish appearance at a distance. "Hay, can I help youse? I'm da boss here; name's Gorgon Andersnood."

"Well," began Rodlie, "I'm..."

"Youse'll hafter speak up, mac. I can't here so good. See, I wuz just in a mugging. Don't youse feel sorry fer me? Snaffle, snaffle, whimper...."

"You came out remarkably unscathed."

"Oh, I dint say I wuz the muggee, y'know. It's just that the damn chipmunk yelled so loud it deafened me. So youse'll hafter speke up, mac."

"Well, I...."

"Hae, man, will youse vote fer me? I'se awful quantified, y'know."

"Well, I...."

Gorgon Andersnood hunched down on the crap

table ("How appropriate!" thought O-O-Dud) and folded them both in his inky cloak. "Y'see," he mumbled ritually, as it if were something he was used to saying frequently, "they dun't rilly understand me here and everbuddy's agin me and lett me tell youse I got the goods on them there creeps who done me in at the last ee-lection on accounta they wanna make a bundle so's they won't be demmocrattic and all like that there that I wanna be only the only peepul who are demmocratic are them what votes fer me an...".

Rodlie looked imploringly at the ceiling. It was going to be a long day....

Next: Chapter VI, Thunderdud!

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THE HOBBY AND ITS ORGANIZATIONS

by ROD WALKER

It is the general consensus of hobby opinion that the sale of Diplomacy to the Avalon Hill Company will mean a great expansion of the postal hobby during late 1976 and into 1977 (and maybe beyond). Although this expansion will doubtless level off later on, it will leave us with a much larger PBM Diplomacy-playing public than we had before. This in turn means that administration of the hobby is going to be not only more important, but more difficult.

I submit that hobby institutions as they now exist are in no way capable of coping with the needs of a postal hobby two or three times as large as at present. First of all, we have a number of independent agencies, such as the Boardman Number Custodian, the Orphan Games Director, and so on. More on these in a few paragraphs. Then we have the organizations. The names one usually hears are:

"TDA," the Diplomacy Association. The DA is a private club, run almost entirely by one person, or at least his private whims. No group whose primary function is to polish the ego of one person who isn't even an active player (unless you offer him a 17-unit replacement position) is hardly equipped to deal with any of the hobby's problems. As expected, the DA has no effect on the hobby even now, outside of a narrow group of syncophants. Forget it.

The Imperial Diplomacy Association. "TIDA" may be a joke; if not, it should be. Its rules are about as much guarantee of efficiency as those of the Polish Sejm; it is generally the handiwork of Bob Sacks, who loves tinkering with Rube Goldberg-like administrative mechanisms. Who needs it?

The International Diplomacy Association. The IDA is as close to an organized hobby spokesman as we have at the moment. As one of the founders, I can't say I'm impressed with the result. The entire structure is clogged with red tape, permeated with over-large and largely useless committees, and littered with egoistic rhetoric. The best we have is none too good.

The problem is, a larger hobby means larger institutions...maybe. The way things are going now, it appears inevitable. It also appears fairly certain that any such structure will tend to collapse under its own weight. In my opinion, what we really need is a minimal structure to maintain essential hobby services. We don't need cumbersome debating societies, fan clubs, and bureaucratic placebos.

My own proposal for the hobby future goes something like this. First, we need a small elective body which will primarily determine what hobby services are essential and make pro-

vision for their initiation and/or continuance. We then need individual persons, possibly with small groups of assistants, who dispense those services.

What do I mean by essential hobby services?

The Boardman Number Custodian, who assigns game numbers and keeps and publishes records on the games.

The Miller Number Custodian, who does the same for variants.

The Orphan Game Director, who will hopefully consolidate all of the various plans and schemes for finding homes.

The DipCon Site selection process.

The Postal Diplomacy Archives.

A novice induction procedure, combing features of the flyer, the IDA drop box, and IDA intro-zine (Cephids).

A hobby-wide information zine which will detail the activities of the hobby services and give other necessary factual information.

A hobby-wide fanzine...a hopefully expanded version of DIPLOMACY WORLD.

The Postal Diplomacy Ratings Commission.

A Postal Diplomacy Elections Commission, which will organize and conduct elections where and when necessary.

Each of these services would do work which ought to be done on a hobby-wide basis (and when I say "hobby-wide," I mean postal Diplomacy in North America). They would be coordinated but not controlled by the elective body I mentioned earlier. The idea is to cut down useless palaver and increase useful work.

Because of its greater size, the postal hobby is going to fragment and become more localized in its focus. There is no way to halt or reverse that process. Very few people will have the time and/or money to keep up with more than a good-sized fraction of hobby activity, and there will be a marked tendency to limit one's attention more or less close to home.

We therefore need to devote whatever time and talent will be available for hobby-wide activity to things which will actually benefit the hobby. We do not need to benefit the private egos of self-important toads in this small pond. Nor do we need to gratify the silly urge to fabricate bureaucratic mountains to get on top of. Nor do we need to get ourselves over-organized. We are faced with an end of the time when playing the "organization game" is a harmless diversion for those so inclined. We need now...and we need it badly...the will to cooperate, the will to help, the will to improve. Genuine good will, fellas--a middle road between Big Brother and anarchy.

NEWS FROM BRIXTON

by PETE BIRKS

Comet concluded publication with its 29th issue, having been running down its games for quite some time. Uriah's Heap folded after only six issues, and Roger Kitchener transferred all the game to Gummiballs, a zine produced by Ron Rayner, of 32 Wentworth Avenue, Finchley, London, N.11, England.

Jeremy Maiden, of 20 Newport Road, Cwmcam, Gwent, Wales, has begun the production of two zines--This Is It and He's Dead, Jim!, the former NGC and the latter independent. Both look promising. Meanwhile, that American exile, Pete Swanson, has come up with the long-awaited novice package, The Tangled Web We Weave, with excellent articles on all aspects of the British hobby. He has also started a new zine, Rats Live on No Evil Star (brilliant title!), which I should think, will be Britain's brightest new zine since Chimaera, if not before. Both TTWWW and RLONEVS are available from Pete Swanson at 6 Welford Place, Wimbledon, London, SW19, England.

Non-Diplomacy games are springing up in many zines. Mastermind, described recently in Bob Lipton's The Mixumaxu Gazette, is becoming very popular, and postal Backgammon, 4000 AD, Formula One, and 3M's Win, Place and Show have all been getting underway in various zines. Somebody actually proposed Duplicate Bridge by post! (It would only take a year to play a hand!)

Mick Bullock, in 1901 and All That, No. 62, has produced his third analysis of British opening moves; with a study of over 300 games, it must be, by now, fairly significant statistically. Without doubt, this makes fascinating reading. ((Oh, yeeeeeess...CA)) 1901aAT is available from Mick Bullock, of 14 Nursery Avenue, Halifax, Yorks, England.

Pete Swanson (again!) recently returned from New York, having visited the New York group of players, with the horrific news that alcohol is very much a non-existent part of the American hobby. Although we are hardly committed winos, it must be admitted that conventions tend to revolve around the opening times of the nearest bar for a substantial proportion of British con-attenders. There are the odd few tee-totalers, but they all look like Robert Sacks, so they could hardly be called "typical."

The NGC elections for this year are underway, and I shall not be standing again. The strain of being unable to talk from a "personal" viewpoint can become a bit much (I don't know how Edi Eirsan can stand so long as President of the IDA!) and it will be a relief to be able to become a person who can say something without it being represented as a National Games Club

"view." John Piggott, in the latest Victor Ludorum (the NGC house magazine), proposed a far greater decentralization of the NGC, and an emphasis on more of the IDA lines, although, of course, it applies to all postal games, rather than just Diplomacy. I tend to agree.

With the purchase of Diplomacy by Avalon Hill, there is a definite feeling over here that the hobby is coming to a crossroads. In America you have to cope with the possible massive increase of postal players. In Britain the problem is more complex, with a complete reorganization looking more and more likely. AH has a smaller distribution market than Philmar (the British makers of Diplomacy) so that there may be a drop in players, especially if there is only an American PO box number on the "flyer" in the game. Personally, I think it would be an exceptionally good idea to have box numbers in Britain and Europe, so that our hobby doesn't just fade away. After all, how many players are going to write to America to play a postal game, only to be told that people in Britain run zines as well? Still, this is up to Edi, I suppose.

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PILGRIMAGE

by BILL STONE

A recent exploration voyage aboard the mighty VW Bus "Supernova" led this eager reporter across the North American continent to the edge of the vast American prairie; specifically to Lebanon, Indiana, Mecca of the postal Diplomacy culture. Here is the site of the world-famous Archives, headquarters of the DIPLOMACY WORLD publishing empire, and the residence of the Walter Buchanan Family.

These three operations are combined in one attractive home set in a rural area just minutes from the vital artery of an Interstate Highway. From the exterior the house appears newer, but basically as normal as the other homes in the area. Even the first floor seems innocuous enough--here efficient Carol Ann, wife of Walter, tends to her daily routine of raising two young children amid a jungle of superb indoor plants and Oriental ornamentalations. (Jungle?! JUNGLE! Just you wait till your next visit--when I have a man-eating plant from deepest Bolivia planted beside the front door and trained to eat Dippy players on sight! Jungle, indeed! CA) It is only upon descending the basement stairs and entering the inner sanctum of Walter's office that the adrenalin surges into the veins, mixing with iron-poor blood to produce a sensation of the first magnitude: Nirvana.

This is truly the nerve center of the hobby. Filling the cabinets across two entire walls of the comfortable, if not resplendent, office are the accumulated volumes of practically every issue of every postal Diplomacy magazine ever published, meticulously sorted by publisher and title. The rarest and most important documents are stored in the vault-like recesses of a fire-proof cabinet, with photo-copies of these treasures bound together in notebooks and filed separately. Among the most valuable are the original issues of the original zine, Graustark #1, and early issues of such pioneering publications as Costaguana, Wild 'n Wooly, and Brobdingnag. The Archives is constantly growing with the influx of new issues from in excess of one hundred active publishers.

Taking up practically all of Walt's spare time, "a full-time hobby," and as much as 75-80

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Johns Hopkins Univ., Baltimore, Maryland

hours of work (pure work! CA)) by Carol Ann per issue, is the journal of postal play--DIPLOMACY WORLD. In this magazine is found the basis of what little unity there is in the hobby--articles on improving play, hobby-wide news and player ratings, listings of game openings, and new variant descriptions as well as an exhibition game. Published by Walt under the sponsorship of Games Research, Inc., the sale by GRI of Diplomacy to Avalon Hill has brought up a number of questions about the future of the magazine. Avalon Hill has expressed its interest in continued publication of DW both as a voice of the hobby and as the basis through which the Archives is maintained by trades with other publishers.

I contacted Walt quite some time in advance about the possibility of a visit and perhaps some live Diplomacy, and was vastly surprised to learn that he rarely plays in-person Diplomacy (finding it far superior as a postal game) but that I had a chance to join a D&D expedition. Walt's newest fascination is Dungeons and Dragons and on Sunday night (11th of April), I ventured into an underground labyrinth with five characters from the Lebanon-Indianapolis area. After a short adventure which saw the entire party annihilated on the first level, this deceased magic-user bid a fond farewell to the holiest shrine of Diplomacy, mumbling to himself about invisible thieves.

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BUDDY AS I KNEW HIM

by ROD WALKER

I never met Buddy Tretick. Those who did assured me it was just as well. Apparently, although Buddy was less than ingratiating in print, he could be really obnoxious in person.

La Guerre, Buddy's postal Dippy zine, was an Archivist's nightmare. Volume II, for instance, consists of a vast collection of xeroxed sheets, with no identification on them other than the game number. Since Buddy tended to change the game ID from time to time, there seems to be no way to sort them out, or even to determine if you have a complete set. I had a jumbled pile of the things I willed to Walt Buchanan. Have fun, Walt (heh-heh-heh).

As a Gamesmaster, Buddy's methods can best be described as surrealistic. He had a closet in his home...somewhere...where he would throw all the orders as they came in. There was a lot of loose paper in there already, by the way. Then when the deadline passed, maybe within a couple of weeks or so, he would get in the closet and root around trying to find all the orders. Sometimes he did.

After that, Buddy would publish whatever orders he managed to find, whether they applied to that season or not. He would print the zine, send it to some of the players, and set a deadline 3 days later. (It was three weeks from the last deadline, of course, but....) After a couple of game-years of this, most of the players would drop and he would lose interest and that was the last anybody would ever hear of the game (or their game-fees, naturally).

In recognition of his outstanding performance, Buddy's games were warmly recommended and endorsed by John Beshara and "TDA." Who says larceny doesn't pay?

In the rare instant of a game of his which had gone on for five or six game-years, Buddy would print up all the previous seasons of the game. The only problem with that was this: the orders he printed frequently were different from the originals. "God knows where he gets them," we used to say, perusing his re-edited instant replays.

We come now to Buddy's famous affair with "Miss Edi." It may not be generally known these days, but back in 1966 and for a while thereafter, there was a good deal of confusion as to whether "Edi Birsan" was a boy or a girl. Finding that being a girl actually promoted negotiations in some cases, Edi remained deliberately ambiguous about his gender, allowing those who had jumped to the wrong conclusion to remain blissfully ignorant.

Buddy was one of those who jumped. Boy, did he ever jump!

He decided that there were games he'd like to play with the winsome Miss Edi besides Diplomacy. They were allied in a game, so Edi did very little to discourage him...after all, he lived way down in Maryland, right? Edi even sent him a picture of himself and a rather nice-looking girl, captioned, "This is me with a friend." Well, what's wrong with a little white lie, right? Stringing him along a little can't hurt, right?

Wrong.

Buddy decided he was coming to New York. "Where can we meet?" was the question of the hour. Oooooops....

There comes a time in every affair when it should be broken off. This was it, obviously. Edi sat down and penned a tender "Dear John" note. "Dear Buddy," it ran, "I don't think we should get together. We have too much in common. For one thing, WE ARE BOTH MALE!"

We will now ring down the curtain on that heart-rending scene. There are those who maintain that Buddy's disappearance from the hobby some years later was due to a broken heart. Perhaps; we do some silly things in this game of ours. Well, chaps, c'est la guerre....



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ARCHIVES PUBLISHERS SURVEY NO. 10

by WALT BUCHANAN

Since last printed in DIPLOMACY WORLD II, 4, this chronological list of when currently active Diplomacy GMS started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they began publishing and noted with a footnote

the ones that have had publishing breaks of over three months. Several British GMS aren't listed that may be active since I haven't heard from them in response to a trade. I'd like to encourage all present and potential pubbers to trade with me as well as Doug Beyerlein, the Boardman Number Custodian, so we can keep up-to-date records on the hobby.

1. May 12 John Boardman, 234 E. 19th Street, Brooklyn, New York 11226
2. Apr 11 Conrad von Metzke, 5005 Diane Avenue, #14, San Diego, California 92117
3. Nov² Don Miller, 12315 Judson Road, Wheaton, Maryland 20906
4. Feb 22³ Charles Reinsel, Box 33, Leeper, Pennsylvania 16233
5. Jul 5⁴ Rod Walker, 1273 Crest Drive, Encinitas, California 92024
6. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011
7. Dec⁵ Doug Beyerlein, 230 Hawthorne, Apartment F, Palo Alto, California 94301
8. May 18 Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657
9. Jul 2 Don Turnbull, 5 Greenlands, Red Cross Lane, Cambridge, CE2 2QY, Great Britain
10. Jan 29 Andrew Phillips, 128 Oliver Street, Daly City, California 94014
11. Nov Greg Warden, 804 South 48th Street, Philadelphia, Pennsylvania 19143
12. Jan 24 Walter Buchanan, R. R. #3, Box 324, Lebanon, Indiana 46052
13. Apr 20 Lewis Pulispher, 423 North Main, Bellevue, Michigan 49021
14. Sep Herb Barents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464
15. Oct 4 Bernie Ackerman, Cheshire Home, 890 Main Road, Moseley, 4001, South Africa
16. Oct 15⁶ Dick Vedder, %Dept. of History, University of Arizona, Tucson, Arizona 85721
17. Jan 1 Burt Labelle, Forest Park #23, Biddeford, Maine 04005
18. Jan 31 John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
19. Jan 31⁷ John Piggott, 8 Hillcroft Crescent, Ealing, London W.5 2SG, Great Britain
20. Jan 31 Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080
21. Feb 7 Edi Birsan, Apartment 302, 35-35 75th Street, Jackson Heights, New York 11372
22. Mar Fred Davis, 3012 Oak Green Court, Ellicott City, Maryland 21043
23. Aug 11 Richard Walkerdine, Addlestone, Weybridge, Surrey, KT15 1UG, Great Britain
24. Sep Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521
25. Sep John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V 3G3
26. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks, Great Britain
27. Oct 14⁸ David Staples, Box 651, West Fargo, North Dakota 58078
28. Nov 15 Mick Bullock, 14 Nursery Avenue, Halifax, Yorkshire, HX3 5SZ, Great Britain
29. Dec Enrico Manfredi, Via Vecchia di Barbaricina, 20, I-56100, Pisa, Italy
30. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
31. Feb Will Haven, 4, Victoria Street, Chorley, Lancs., PR7 2TX, Great Britain
32. Mar 11 Howard Johnson, T-409 Pennrose Hall, Desert Towers, Provo, Utah 84601
33. Apr 17 Steve Nozik, 308 Lisbon Avenue, Buffalo, New York 14215
34. Jun 15 Robert Japton, Box 1962, Lafayette College, Easton, Pennsylvania 18042

35. Jul Randolph Bart, 9950 Peseda Boulevard, #13, Northridge, California 91324
 36. Sep Dan Gallagher, 864 Quince Orchard Boulevard, Gaithersburg, Maryland 20760
 37. Oct John Hurland, R. R. #2, Guelph, Ontario, Canada N1H 6H8
 38. Nov Peter Shanray, 10614 Le Conte Avenue, Los Angeles, California 90024
 39. Dec 21 Steve Norris, 3925 Comanche, #4, Memphis, Tennessee 38118

1974

40. Jan 1 Jim Pumpas, 948 Loraine Avenue, Los Altos, California 94022
 41. Feb Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212
 42. Feb 24 Roland Prevot, 14 Avenue Theophile Gautier, 75016 Paris, France
 43. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, Canada M4P 2M9
 44. Mar 20 David Allen, 11, Alma Heights, Off Cavendish Way, Mickleover, Derby, DE3 5BJ England
 45. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
 46. Apr 15 Michael Lind, 493 Westover Hills Boulevard, Richmond, Virginia 23225
 47. Apr 23 Francis McIlvaine, 7900 Sisson Highway, Eden, New York 14057
 48. Apr 27 Douglas Reif, 67 Grosvenor Road, Kenmore, New York 14223
 49. May 2 Joel Klein, 62-60 99th Street, Apartment 1220, Rego Park, New York 11374
 50. Jun Raymond Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418
 51. Jun Richard Loomis (Flying Buffalo, Inc.), Box 1467, Scottsdale, Arizona 85252
 52. Jun 3 Gil Neiger, Apartment 11B, 300 West 108th Street, New York, New York 10025
 53. Jun 21 Ed Kollmer, Box 151, Mahopac, New York 10541
 54. Jun 29 Scott Rosenberg, 182-31 Radnor Road, Jamaica, New York 11432
 55. Jul ? John Lovibond, 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire, SK9 1QL, England
 56. Jul 20 Dave Kadlecik, Box 802, University of Santa Clara, Santa Clara, California 95053
 57. Jul 24 Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803
 58. Jul 27 Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5
 59. Aug 25 Mike Homeier, 238 North Bowling Green Way, Los Angeles, California 90049
 60. Sep Greg Hawes, Corpus Christi College, Oxford, OX1 4JF, Great Britain
 61. Sep 3 Peter Berggren, 1900 NW 68th Street, Apartment 114, Box 22, Mischish, Florida 33041
 62. Sep 10 Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501
 63. Sep 11 Robert Sacks, 4861 Broadway, Apartment 5-V, New York, New York 10034
 64. Oct Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107
 65. Nov 1 Peter Birks, 39 Handforth Road, London, SW9 0LL, Great Britain
 66. Nov 5 David Head, Box 1231, Huntsville, Ontario, Canada P0A 1K0
 67. Dec Laurence J. P. Gillespie, 23 Robert Allen Drive, Halifax, Nova Scotia, Canada
 68. Dec 10 Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505
 69. Dec 15 David Truman, 30 Prince Rupert Avenue, Toronto, Ontario, Canada M6P 2A7
 70. Dec 16 Dennis Brackman, 57 Wallalong Crescent, West Pymble, NSW, Australia 2073

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71. Jan Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland
 72. Jan 24 Blair Cusack, 1620-42nd Street, SW, Calgary, Alberta, Canada T3C 1Z5
 73. Feb 7 Richard Kovalcik, Room 304, Bexley Hall, 52 Massachusetts Ave., Cambridge, MA 02139
 74. Feb 8 Ake E. B. Jonsson, Box 176, S-981 01 Kiruna 1, Sweden
 75. Feb 23 Philip Murphy, 41/43 Park Avenue, Belfast, North Ireland BT4 1FU
 76. Mar Russell Fox, 5160 Donna Avenue, Tarzana, California 91356
 77. Mar 6 Phil Stutt, 10 Muller Road, Borfield, Bristol 7, Great Britain
 78. Mar 15 Dave Ross, 99 Richmond Avenue, Hillingdon, Middlesex, UB10 9BJ, Great Britain
 79. Mar 17 David Holmes, 151A Hincks Street, New Hamburg, Ontario, Canada N0B 2G0
 80. Apr 9 Steve Cook, 307 Elm Street, Glenview, Illinois 60025
 81. Apr 1 Roger Oliver, Box 452, Denville, New Jersey 07834
 82. Apr 11 Marie Cockrell-Beyerlein, 240 Harthorne, Apartment F, Palo Alto, California 94301
 83. Apr 17 Perkin Doyle, 639 Bainbridge Street, Philadelphia, Pennsylvania 19147
 84. May 14 Ben Crossman, 29 East 9th Street, #9, New York, New York 10003
 85. May 23 John Cross, 32 Gordon Road, Willowdale, Ontario, Canada M2P 1E1
 86. Jun David Noble, 2 Durban Road, Beckenham, Kent, Great Britain
 87. Jun 13 Clive Booth, 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7BS, Gt. Britain
 88. Jun 13 Graham Mills, 89 Mayfield Road, Sanderstead, Surrey, CR2 0CJ, Great Britain
 89. Jun 29 Brad E. Hessel, 15 Oak Avenue, Tarrytown, New York 10591
 90. Jul William A. Clumm, R. R. #1, Amesville, Ohio 45711
 91. Jul Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583
 92. Jul Stephen Pratt, 15 Craneford Close, Twickenham, Middlesex, TW2 7SD, Great Britain
 93. Jul 25 Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224
 94. Aug ? Andy Evans, 36, Brynmill Terrace, Brynmill, Swansea, SA2 0BA, Great Britain

95. Aug Adam Gruen, 470 North Street, Harrison, New York 10528
 96. Aug Peter Mearns, 10, Moy Terrace, Inverness, Scotland
 97. Aug 8 Richard Greenwell, 28 Pond Road, Sydney Mines, Nova Scotia, Canada BLV 2X4
 98. Aug 12 Carl Adamec, 1217 Viewmont Drive, Niskayuna, New York 12309
 99. Sep Roy Taylor, 63A St. Nicolas Park Drive, Nuneaton, Warks, CV11 6DZ, Great Britain
 100. Sep Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590
 101. Sep 2 Charlie Spiegel, 515 York Road, Willow Grove, Pennsylvania 19090
 102. Sep 21 Jeremy Paulson, Apartment C-19, 63-60 98th Street, Rego Park, New York 11374
 103. Oct 18 Rod Zaccalini, 23861 Park Belmonte, Calabasas, California 91302
 104. Nov Larry Dunning, 46 Holmesdale Road, West Midland 6056, West Australia
 105. Nov Paul Simpkins, 104, Combs Hill, Dewsbury, West Yorkshire, WF12 0LQ, Great Britain
 106. Nov Richard Ware, TEP 253 Commonwealth Avenue, Boston, Massachusetts 02116
 107. Dec Dennis Agosta, Box 247, Blacksburg, Virginia 24060
 108. Dec ? Jeremy Maiden, 20 Newport Road, Cwmcam, Gwent., Industrial South Wales, Gt. Britain
 109. Dec ? Ron Rayner, 32 Wentworth Avenue, West Finchley, London, N3 1YL, Great Britain

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110. Jan Drew McGee, 65 Winter Avenue, Staten Island, New York 10301
 111. Jan 5 William Turner III, 20 North Triphammer Road, Apartment 3D, Ithaca, New York 14850
 112. Feb 7 Robert Sergeant, 2902 St. Paul Street, Indianapolis, Indiana 46203
 113. Feb 28 John Malay, %Chatham Arts, 12 Commerce Street, Chatham, New Jersey 07928
 114. Apr 8 Alan Rowland, 52 8th Avenue, Westwood, New Jersey 07675
 115. Apr 16 Peter Swanson, 6 Welford Place, Wimbledon, SW19 5AJ, Great Britain
 116. May Peter Dale, 3577 Derry Road East, Apartment 809, Mississauga, Ont., Canada L4T 1B3

¹11 Sep 62-30 Jan 63, 1 Apr 65-15 Oct 66,
 17 Feb 68-11 Jan 75, 11 Mar 76-present
²Nov 65-31 Jul 73, 20 Jan 74-present
³22 Feb 66-2 Jan 70, 27 Sep 72-present
⁴5 Jul 66-5 Aug 72, 24 Nov 73-present

⁵Dec 67-Aug 68, 13 Dec 72-present
⁶15 Oct 71-28 May 72, 15 Aug 73-present
⁷31 Jan 72-12 Mar 74, Jul 75-present
⁸14 Oct 72-11 Jan 74, 11 Feb 75-present
⁹Apr 75-Sep 75, Mar 76-present

ORIGINS II

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THE GOOD ALLY

- REVISITED

by N AKOFKA

In Paroxysm #27, Harry Drews made a reply to my Spring 1976 DIPLOMACY WORLD article titled "The Good Ally." To be as fair as possible, and as kind, it is unfortunate that Mr. Drews did not arrange his material better before presenting it. He makes accusations about my current play, saying, in essence, that I only enter elite demo games. That is, of course, false. Note: 1975T, 1975IP, 1975CR, 1975CY, 1974FO. He says that persons who entered the hobby before 1971 ("old boys"--his phrase--makes me feel like my arthritis should be acting up) are all stabbers (he seems to exclude no one who entered the hobby before 1971) and all do so erratically (this is so patently false as to be absurd). He says that we "old boys" tend to ally (...but I have been both ally and enemy of just about every "old boy" in the hobby...). He contradicts himself in at least four places that can be easily found. In short, it is a poor rebuttal that lacks clear thought.

The Good Ally philosophy boils down to two fundamental views of the game: (1) Diplomacy is only a parlor game like Monopoly or Risk, and (2) sTabs somehow destroy friendships and reputations; therefore, don't sTab.

If one feels that Diplomacy is best played live (probably over a few glasses of beer), then sTabs, and the necessary thinking needed to bring about a win, are unnecessary and a waste. Why worry about complex tactical play? Why put your heart and soul into Diplomacy--it is only a PARLOR game. This type of player carries this philosophy into the postal hobby. He prefers voted conclusions, negotiations on post cards, long friendly letters that incidentally mention the game, etc. This person may enjoy the game and may occasionally work at it, but those times are the exceptions. He plays for FUN and the thought of sly, crafty, well-thought-out play is simply alien to a FUN PARLOR game. Thus, when a "win-only" player explains his philosophy, which includes complex thought and sTabs, he is horrified. It is as if you had impugned motherhood!

The other type of Good Ally, and this type is not necessarily exclusive from the Parlor Came Good Ally, is the Friendly Good Ally. The Friendly Good Ally does not think Diplomacy is a kid's (read Parlor) game. He works quite hard at establishing alliances and will often pour over the board for hours in search of good tactical play. Yet he does have one stigma. He can't sTab his ally without trumpets, remorse, and a feeling that he may not be liked (and worse, that his precious reputation may be tainted). He simply takes the game personally. He overlooks the build-in sTab capability of the game. He often ends the game in draws or "comes

in second." This Friendly Good Ally is just as upset as the Parlor Good Ally when he is sTabbed or when a "win-only" player suggests that he should sTab.

"Win-only" players DO NOT adhere to the philosophy that one should sTab with impunity! "Win-only" players DO play to 17-17 draws, BUT this would be 17-17 draws in which, in almost all cases, the game would be played to the conclusion (not voted) and a sTab for the 18th center would be impossible. "Win-only" players want to drain every iota of blood, sweat, tears, work, and YES, FUN out of the game. They view the game as an intellectual pursuit that merits full and complete participation. STabbing does not make an enemy for life in their view. If a sTabbed person is offended, most "win-only" players will apologize (once) and then simply not be bothered with further crying by the Parlor or Friendly Good Ally if he can not separate the game from reality.

There really is no way that these philosophies will ever reconcile themselves. Some people do not want to drain the game for everything it can offer and some do. Therefore, there will always be at least two outlooks on the game. And these outlooks have NOTHING to do with when a player entered the hobby. Either he will miss some of the pleasure of the game by underrating it or he will play it for all he's worth!

I have no ax to grind over (or about) "Good Allies." All of us may view some adult (read intellectual) game as simply not requiring full attention. Someone else would be horrified at us if we played Battle of the Bulge, D-Day, Acquire, Chess, Feudal or Panzerblitz with less than total concentration. To "win-only" players, Diplomacy is their pet game. They like to play it for all its worth.

It has been pointed out that some people only enter certain "elite" games. Many "win-only" players prefer demonstration and invitational games because these games usually do not include PARLOR or FRIENDLY GOOD ALLY players! They want to play with other "win-only" players. They also do not enter general games because their "win-only" philosophy is viewed as being so heinous by Good Allies as to make them an immediate target. We "win-only" players DO PLAY FOR FUN. We enjoy total competition, often including scandalous press wars. That is what we enjoy. Others may not share this view for all the reasons I have given. Yet there should be no enmity between Good Allies and Win-Only Players. If Good Allies would understand the Win-Only philosophy, then they might not be insulted by press or by a sTab. It IS ONLY a GAME!

VARIANT INFORMATION

The "Diplomacy Variant Commission" is sponsoring variant awards. I am opposed to any attempt to provide hobby-wide recognition to variant people in the form of awards at this time, and especially to this minority effort. The hobby has a history of people starting awards half-cocked, without full support of hobbyists (or at least, of that segment of the hobby which cares about such things). The Calhamer Awards, for example, have been dogged by this from their inception, and from the beginning they have been a farce. That may change in the future, but if it does, it will be because virtually all hobbyists who care anything about the CA accept the means chosen to select award winners.

The problem with any variant awards at this time is that there is no recognized body which represents the variant hobby, at least not in North America. Even before I disassociated myself from DVC, I opposed the awards plan because of the reasons I am giving here. The DVC, while it was a good idea, has been severely handicapped by the method of operation of its Secretary, that of imposing influence rather than gaining influence through cooperation. For this reason it has become a distinctly minority group, as one can tell by looking at a list of those who

VARIANT DESIGN

The design column becomes international this time with a highly original variant by a Pole who lives in Belgium. GIBRALTAR I was printed in the bilingual German-English Dipzine Bumm, edited by the Swiss Walter Luc Haas.

I wish we could have printed Martin's map, which is more detailed than my rendering and even includes Slavic names in Cyrillic script. But technical limitations forced me to draw it anew, and I hope that reduction in printing won't make it illegible.

You may note that Srbija is listed in the rules as a supply center. It was not so marked on the map, however. I have no idea which is correct.

GIBRALTAR DIPLOMACY II
by Martin Janta-Polczynski, Belgium

GENERAL REMARKS

Introduction:

1. GIBRALTAR II (Gibby) is a variant of DIPLOMACY (Allan B. Calhamer); it is inspired by 1885 (Fred C. Davis), PERSIAN VARIANT (by the author), and GIBRALTAR I (by the author).

2. When not stated explicitly otherwise, rules of classical DIPLOMACY apply.

by LEW PULSIPHER

have resigned as well as those who never were members. Under the circumstances, any awards sponsored by DVC at best represent the minority opinion of the hobby, no matter what specific selection procedure is involved, and in such case, there is no point in pursuing them unless one desires a repeat of the early Calhamer ("Johnny") Award farces.

In addition, Robert Sacks has shown by his sponsorship of the abominations called "Gemignani Awards" in defiance of Peggy Gemignani's wishes, and by his vindictive attacks on anyone who disagrees with him, that he is incapable of administration or other participation which is reasonably objective rather than highly partisan. Any variant awards which Sacks oversees can only be awards analog of a kangaroo court.

Fred Davis sent me information about a pirated Portuguese version of DIPLOMACY which is available in Brazil. The rules seem identical to those of 1961 Diplomacy, except that the Italian unit in Rome is a fleet and there is a supply center in North Africa. Fred calls this the BRAZILIAN VARIANT.

Orders for the SF&F Variant Package, and all material send to me, should be to 423 N. Main Street, Bellevue, MI 49021. The package is \$2.25.

3. Gibby can be played by mail (pbm) or face-to-face (ftf). When alternative rules are given, the gamesmaster (GM) chooses which ones are to be followed, or the players agree about that between themselves; this concerns especially the number of seasons per year and the winning conditions.

Great Powers:

1. GIBRALTAR II is played by 9 Great Powers, given here in the sequence their orders should be read in ftf games:

United Kingdom of Great Britain and Ireland (UK)
Kingdom of Sweden and Norway (SN)
German Empire (GE)
Russian Empire (RU)
Austro-Hungarian Empire (AH)
Ottoman Empire (TU)
Kingdom of Italy (IT)
Kingdom of Spain (SP)
French Republic (FR)

2. If necessary, one can add a 10th Great Power, Africa (AF), with 5 supply centers (Rab, Tun, Tri, Ben, Cai) and 2 ordinary provinces (Alg, Lib).

3. It is also possible to have less than 9 players; in this case, the GM decides which Powers are to be eliminated or which Powers are to

be played by the same player.

Seasons:

1. GIBRALTER II may be played with 3 or 4 seasons per year.
2. The last season (winter) serves only for retreats and builds/removals.
3. The remaining seasons are: spring and fall (3-seasons game), or spring, summer and autumn (4-seasons game); they serve for campaigning, preceded by diplomacy.
4. The GM may decide beforehand which years will have 3 seasons, and which 4 seasons. A good compromise would be to let 1901, the first and most decisive year, have 4 seasons, while the other years have 3.

Game Start (Winter 1900):

1. GIBRALTER II starts with players negotiating (that's the first "diplomacy period!"), and then writing orders, as to whether they want 1 army or 1 fleet in each of 4 of their supply centers.
2. Each Power will thus start with 4 units.
3. Germany and France will then have 1 supply center left vacant, Russia two.
4. These vacant supply centers are treated as if they were neutral; in particular, as long as a Power has not acquired them (by leaving there one of its units during winter), it may not retreat to them, nor, even if it is their home Power, build in them.

Practical Hints:

1. Diplomacy periods should be long before Winter 1900 and in 1901, but short afterwards.
2. In ftf games, there should be a clock in a visible place, and players should hand over their orders to the GM before a given time (say 10 minutes) elapses.
3. A group of three players may request the GM to prolong the diplomacy period. The GM should not grant such a prolongation to the same group of three players more than twice.

Names:

1. The names of the provinces of the Great Powers, and as far as possible, those of neutral countries, are written in the main official language of the country at that time (1901). For Russian, the old spelling is retained (pre-1917); for Serbo-Croatian and Rumanian, the Latinized version. North African and most Turkish names (but: Istanbul, Kipris) are given in a European rendering.
2. Otherwise, English is used. English is also used to name the seas ("Britannia rules the waves!").

Classification of spaces:

1. The map represents faithfully Europe in 1901. It is divided in spaces, which can be land spaces (or provinces) and sea spaces (or seas).
2. The land spaces may be coastal, when bordering a sea, or landlocked. Coastal land

spaces may be islands (e.g., Malta, Messina, Odense, København, Dublin), or not (e.g., Jylland, London).

3. Moreover, the land spaces may be ordinary, or special; in the latter case, they are either supply centers (marked with a dot on the map) or fortresses (marked with a triangle).

GEOGRAPHY

Waterways:

1. Special rules apply to straits and canals, which are called waterways. These link two (or more) seas and are always adjacent to a land space, which is said to "control" the strait or canal.
2. Fleets may move directly from one of those spaces to another, provided the controlling spaces was, at the end of the preceding turn, vacant, or occupied by a unit of the Power using the waterway, or occupied by the unit of a "friendly" Power, which has to give written permission (in his orders) that the units of the other Power may pass in that turn.
3. Retreats and supports are NEVER permissible through waterways.
4. If two fleets on either side of a waterway are given orders to convoy the same army in a given turn, the army may pass through the waterway in that turn, provided one of the conditions of Rule 2 (Waterways) is fulfilled.
5. Several armies and fleets may pass through a waterway in one turn, as long as this does not conflict with other Diplomacy rules.
6. The Strait of Gibraltar (GIB) links 3 seas in the west (OAT, IAT, BOB) and 2 seas in the east (SWM, NWM).
 - A. Using the Strait, units may move from any of the former to any of the latter, or vice versa.
 - B. Without using the Strait, units may move from any of the above 5 seas to Gibr(alta)r itself or to Rab(at), and of course from BOB to OAT.

7. Armies may bridge the waterways freely.

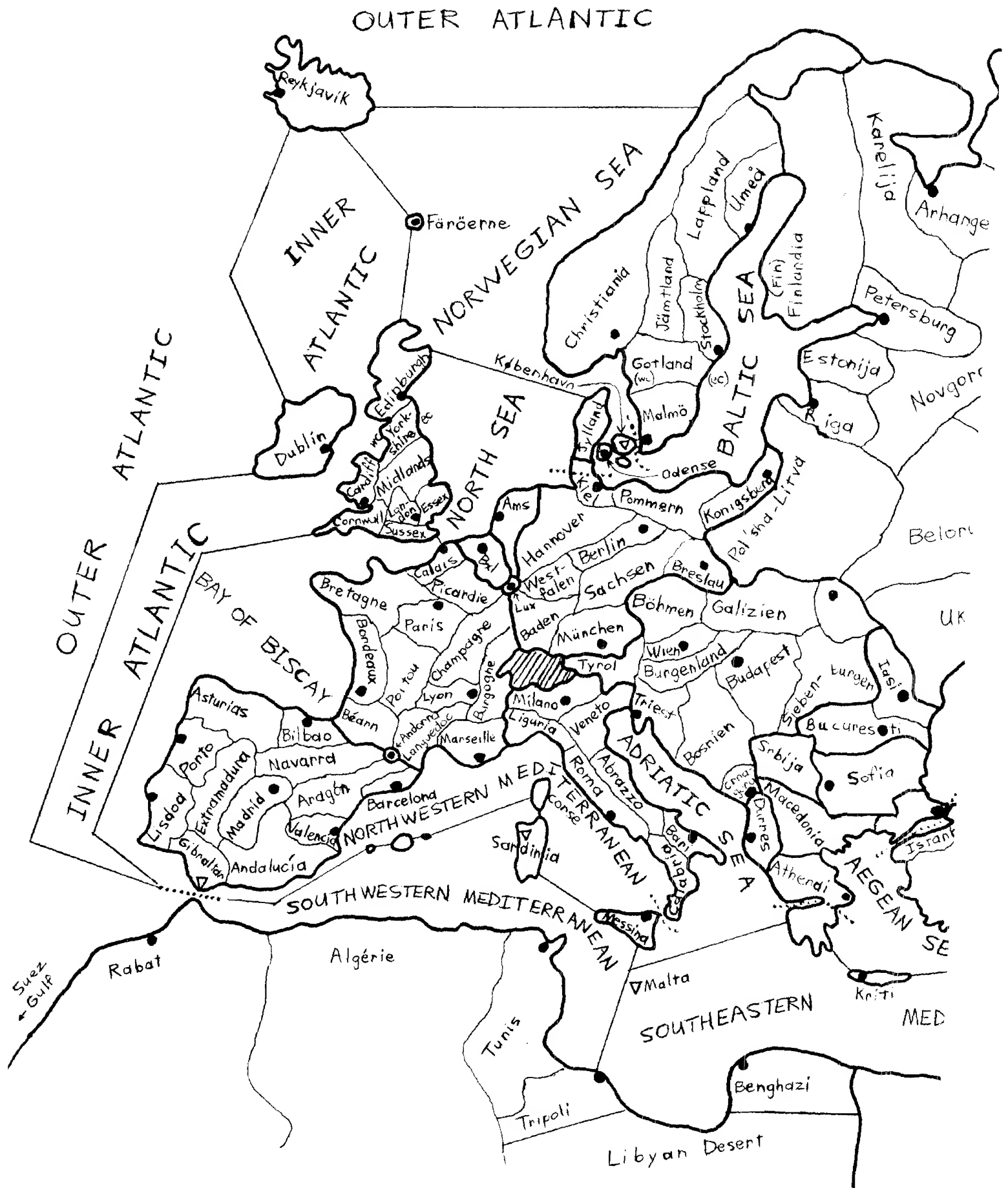
- A. Example: An army may move in one turn from Gib to Rab (or v/v), or from Mes to Cbr (or v/v).
- B. Example: An army may move from Mac to Ist in one turn, and then from Ist to Ana in the next.

8. Moreover, armies may pass from Cor to Sar (or v/v).

9. A list of all waterways, together with the seas they link and the provinces that control them is given in "List of all Spaces."

Islands:

1. Named islands are accessible to all units. Armies may land on them (by convoy).
2. France may build units in Corse, and UK in Dublin.
3. Denmark: The two Islands (Ode(nse) and Køb(enhavn) border on NWG and BAL; armies may move from both of them to Jyl(land) (or v/v),



GIBRALTER II



and from Kōb to Mal(mō).

Coasts:

1. The following spaces are considered to have a continuous coast:
 - A. Provinces traversed by waterways (i.e., Kil, Ist, Cai, Ath).
 - B. Provinces bordering on straits (i.e., Rab, Cbr, Mal).
 - C. Islands.
 - D. Ukraine, Jylland and Arabia (though most of the latter's coast is not represented on the map).

2. The only spaces with 2 separate coasts are:

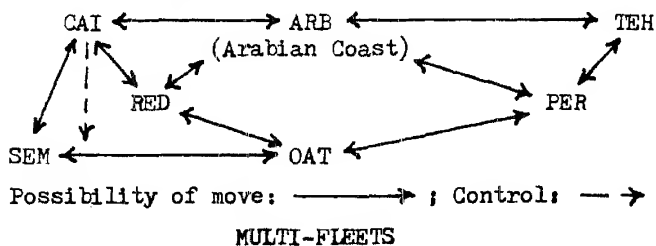
- A. Yorkshire (west coast: YoW, and east coast: YoE).
- B. Götland (west coast: GöW, and east coast: GöE).
- C. Anatolia (north coast: AnN, and south coast: AnS).

Mini-spaces:

1. Since Andorra and Luxembourg are so small, they are called mini-spaces. When moving, but NOT when retreating or supporting, armies may "jump" over them, as it were, passing directly from one province adjacent to them to another, provided the mini-spaces fulfill conditions analogous to those of controlling spaces under "Waterways," no. 2.

The Orient:

1. Fleets may move directly from OAT to RED or PER (or v/v)--via the Cape of Good Hope, of course. When moving from RED to PER, they have to pass through the Arabian Coast.
2. Fleets in OAT and RED may convoy to Cairo or Arabia, fleets in OAT and PER to Arabia and Teheran.
3. The Suez Canal (SUZ), controlled by Cairo, connects RED and SEM.
4. The "sea links" in this area of the world look thus:



Basic Principle:

1. More than 1 fleet of a given Power may move to, or stay on, or retreat to the same sea --provided this sea is vacant or occupied by fleets of only that Power.

What Can Fleets Staying on a Sea Do?

1. They may convoy an army or support an attack onto a province with a coast on that sea.
2. They may support an attack to an adjacent sea.

3. Last, but not least, they may support themselves on that sea (fleets that hold or have received no orders are assumed to do just that).

4. Example: If England has 4 fleets in NTH, we may write: F1 NTH S F NTH, F2 NTH S F NTH, F3 NTH..., F4 NTH....(!) No need to specify which fleets in NTH are given support by F1 and F2.

What Happens When a Multi-Fleet Is Attacked?

1. If the attacker's fleet(s) is less or equally as well supported as the multi-fleet, then the attack is UNSUCCESSFUL. No convoy of the multi-fleet is disrupted, and only the support given by F1, if any, is cut. (F1 is the first fleet of the multi-fleet in the list of orders.) In practice, a player will use F1 to support the multi-fleet or convoy; supports to the "outside" will be given by F2, F3,....

2. If the attacking fleet(s) have MORE valid supports, they move into the sea; the multi-fleet is dislodged, all its convoys are disrupted and all the supports it gives are cut; those fleets that can retreat may do so; otherwise, they are disbanded (cf. "Other Special Rules, Retreats").

SPECIAL ORDERS

Ship Building:

1. An army in a coastal province X may be ordered to build ships.

2. Such an army in coastal province X can receive support for staying in X.

3. If it is attacked, it is dislodged unless it has more valid supports than the attacking unit (cf. "Hierarchy, Hierarchy Table, 4").

4. If it is not dislodged, the order succeeds and the army is metamorphosed into a fleet. Austria-Hungary can have such admirals, too (Horthy).

Convoys:

1. Convoying an army by one or several fleets works the same way as in classical Diplomacy, except that:

2. A fleet on the coast of a province may ALSO convoy an army from a province with an adjacent coast to another province with an adjacent coast.

A. Example: A fleet in Gib may convoy an army from Lis to Alu, or from Lis to Rab, or from Rab to Alu,....

B. Example: A fleet in Jyl may convoy an army from Kil to Ode or Kgb.

3. Mixed convoys, i.e., by fleets in several, pairwise adjacent, seas and coastal provinces, are allowed. Any fleet in an adjacent sea or coastal province may participate in the convoy, no matter if they render the convoy route ambiguous or even if they are totally superfluous.

4. If on EVERY possible route for the convoy, there is a fleet being dislodged, then the convoy is disrupted and the convoyed army does not move.

5. The number of spaces where there are UNDISLODGED convoying fleets is termed the LENGTH of the convoy.

6. As stated above ("Waterways, 4"), convoying through waterways is possible, whether or not one of the convoying fleets occupies the province controlling the waterway (but the length of the convoy will be different).

7. Example: Suppose we want to convoy A8 Rey-Fin. Possible convoys are:

A. F NWG & F EAL C A8 (if no fleet is dislodged, convoy has length 2; right of way through ØRE (from Kgb) is required).

B. F NWG, F Kgb, F EAL C A8 (length 3).

C. F NWG, F Ode, F EAL C A8 (length 3; no right of way through Kgb required).

D. F1 NWG, F2 NWG, F3 NWG, F OAT, F Rab, F Mal, F Ode, F Jyl, F Kbn, F EAL C A8 (length 10--if no fleet is dislodged). (Note that even if 2 fleets from the triplet F Mal, F Ode, F Jyl are dislodged, the third can keep the convoy from being disrupted--provided F NWG and F EAL aren't dislodged.)

Helping Orders:

1. Certain orders of one Power P may serve to "help" another Power Q:

A. A fleet of P may be ordered to convoy an army of Q.

B. A unit of P may be ordered to support a unit of Q.

C. A unit of P, having occupied a province that controls a waterway, may allow fleets or convoys of Q to pass through the waterway.

2. Power P is allowed to give these "helping" orders with as little or as much explicitness as desired, and to make them conditional on the orders received by the "helped" units.

If the conditions are not fulfilled, the units of P that offered conditional support or convoy, and the units of Q that received a conditional permit to use a waterway, simply hold.

3. Thus, for example, if P controls a waterway through which Q wants to convoy, P may (or may not) specify:

A. The number and nationality of the armies convoyed.

B. Their province of origin.

C. Their province of destination (in some games, the GM may forbid to specify this).

4. It also follows from the above that, in order for a support to be valid:

A. The unit giving it may be attacked ONLY from the space where it is giving it, but NOT dislodged;

B. The unit receiving it must fulfill the conditions attached to the support order.

5. Example: Suppose that Turkey has F1 Ist, F2 Sof, Russia has A1 Buc, A2 Ias, A3 Tif, F4 ELX, f5 ELX, F6 AEG, F2 (TU) Sof may:

A. Just give support to Russia in Buc (the support works whether Russia holds in Buc or moves there);

B. Support A1 (RU) holding in Buc;

- C. Support an attack of Buc by one of Russia's 2 Black Sea fleets;
- D. Support only a Russian convoy to Buc, etc.
- 6. In a similar vein, Fl (TU) 1st may:
 - A. Simply allow Russia to use BOS;
 - B. Only allow Russia to convoy through BOS;
 - C. Only allow (1) either F6 (RU) back from AEG to BLX, or (2) A1 (RU) or A2 (RU) convoyed from Buc or Ias to Kri, etc.

HIERARCHY

Cases:

1. The following cases are to be considered when 2 (or more) units try to move to the same space, and are not dislodged by a unit coming from that space.
2. One unit has MORE VALID SUPPORTS than the other(s); this unit enters the space (the other stands, cf, "Remarks, 1" below; for the notion of valid supports, cf, "Helping Orders, 4" above).
3. All units have the SAME number of valid supports:
 - A. If one unit is HIGHER in the hierarchy table than the other(s), this unit enters the space;
 - B. If all units are EQUALLY HIGH in the hierarchy table:
 1. And if NONE of them is CONVOYED, the units stand each other off (none enters the space; no unit whatever may retreat in this space after the move);
 2. And if ALL units are CONVOYED,
 - a. And if the LENGTHS of convoys are UNEQUAL (cf, "Convoys, 5"), the unit with the longest convoy moves in.
 - b. And if the LENGTHS of convoys are EQUAL, and one convoy comprises more fleets at sea than the other(s), the unit thus convoyed moves in;
 - c. And if the LENGTHS of convoys are EQUAL, and if the numbers of fleets at sea are equal, stand-off as in B. 1 above.

Hierarchy Table (from highest to lowest):

1. Army coming from sea (i.e., convoyed).
2. Army coming from land and Fleet(s) coming from sea.
3. Fleet(s) coming from land.
4. Army building ships.

Remarks:

1. For purposes of hierarchy, any unit staying in space X (i.e., any unit standing in X that was ordered to hold in X, to support, to convoy or that was not ordered at all) is assumed to move from X to X; thus "a unit enters a space" ("Ship Building, 2") may mean that the unit stays in the space, if it has been there previously.
2. Note that a fleet cannot hold alone a land space if attacked by an army. The strength

of the fleets is at sea.

3. One should bear in mind the following:

- A. The NUMBER of fleets trying to enter a sea is irrelevant; only the supports they receive and their place in the hierarchy count.
- B. On the other hand, the NUMBER of fleets participating in a convoy IS relevant; the more of them are at sea, the better.

4. Hierarchy and stand-off rules obviously do not apply when fleets of only one Power try to enter a sea to form a multi-fleet.

Examples:

1. Suppose: RUSSIAN Fl Pet-BAL, F2 Rig-BAL, F3 Est-BAL, and SWEDISH F L Ume-BAL, F2 Sto-BAL, F3 NWG-BAL (Køb permits it), and neither Russia nor Sweden have support, and BAL is vacant, then only the Swedish fleet from NWG moves in, because it is hierarchically superior (fleet from sea, whereas all other fleets come from land). The result would not have been the same, even if no Russian fleet had tried to enter Bal; the 3 Swedish fleets would form a multi-fleet Fl/2/3 in BAL.

2. Suppose: ITALIAN A1 Cbr-Tri, F2 Bri C A1, F3 Abr C A1, F4 Ven C A1, A5 Tyr S A1, A6 Bgl S A1, and AUSTRIAN A8 Grn-Tri, F9 ADR C A8, F10 Mal C A8, F11 Ath C A8, F12 ADR S A8, A13 Bos S A8, and none of the units is attacked from outside, then A1 (IT) and A8 (AH) have both 2 valid supports and convoys of length 3; but the Austrian convoy has 1 fleet at sea and the Italian none; therefore, A8 enters Tri.

OTHER SPECIAL RULES

Fortresses:

1. Units in fortresses (i.e., those provinces marked with a triangle on the map) DO NOT COUNT in winter, when the number of units of each Power has to be readjusted to the number of supply centers owned by that Power.

New Builds:

1. New builds can be made--in winter--in ANY vacant province of the building Power, except (2) in fortresses, and (b) in supply centers not owned by that Power.

2. GMs may devise restrictions to this rule.

Retreats:

1. If a unit belonging to a given Power is dislodged during a move and chooses to retreat to a certain space rather than disband, this space must fulfill the following conditions:

- A. It must remain unoccupied at the end of the move or--it is a sea--contain only fleets of the retreating Power.
- B. It must not have been the object of a stand-off during the move.
- C. It must be already owned by the retreating Power, if it is a supply center.
- D. It must not be a fortress.
- E. It must not be written down as re-

treating space for another unit (of the same or another Power).

2. Otherwise, the dislodged unit MUST be disbanded.

3. Fleets being part of a dislodged multi-fleet may retreat to different spaces (seas or coastal provinces).

Losing and Winning:

1. Since great mobility is possible in GIBRALTER, a Great Power is eliminated not only if it loses all its units, but also if it fails to control at least 1 supply center or fortress lying on its territory (2 for Russia). This is to prevent countries from simply exchanging positions. Remaining units then behave as in the case of Civil Disorder.

2. Victory criteria should be fixed before the start of the game (by the GM or through a players' agreement). Here are some suggestions for lone victory criteria (joint victory criteria could also be suggested):

A. Classical victory: to gain a quasi-majority of all supply-centers, i.e., 25 out of the total 55.

B. Persian victory: to gain control of all supply centers and fortresses of one's own

and two other Powers.

C. Eclectic victory: to gain control of 2 supply centers in each of 5 Powers' home countries.

D. Capitalist victory: to gain control of the capitals of 6 Powers.

E. Imperialist victory: to gain control of all fortresses, or of a coastal province on each major sea (OAT, RED, and PER excluded).

F. Supremacist victory: to control 4 supply centers more than the next best Power.

LIST OF ALL SPACES

All spaces and waterways are listed in their respective categories; standard abbreviations are given. It is strongly recommended to adhere to these abbreviations. They usually consist of the three first letters of the names, but other types of abbreviations have been used if they seemed cute or could dispel possible confusions--such abbreviations are underlined.

Note: spaces have 3-letter abbreviations, Great Powers 2 letter-abbreviations, basic concepts of Diplomacy 1-letter abbreviations. Some changes had to be made for signs which are not to be found on a normal typewriter.

Diplomacy Abbreviations

A	Army	H	Holds
F	Fleet	R	Retreats
S	Supports	Z	Builds ships
C	Convoys	-	Moves/attacks

<u>United Kingdom</u>		<u>Austro-Hungarian Empire</u>	
Edi *	Edinburgh	Böh	Böhmen
Yor	Yorkshire	Gal	Galizien
Mid	Midlands	Lem *	Lemberg
Cdi *	Cardiff	7bü	Siebenbürgen
Cwa	Cornwall	Bud *	Budapest
Lon *	London	Bos	Bosnien
Sux	Sussex	Tri *	Triest
ESX	Essex	Tyr	Tyrol
Dub *	Dublin	Win *	Wien
		Egl	Burgenland

Kingdom of Spain

Bil *	Bilbao
Ast	Asturias
Nav	Navarra
Ago	Aragón
Bce *	Barcelona
Mad *	Madrid
Ext	Extremadura
Val *	Valencia
Alu	Andalucía
Gil %	Gibraltar

French Republic

Cls *	Calais
Pic	Picardie
Cha	Champagne
Bta	Bretagne
Par *	Paris
Lyo *	Lyon
Ego	Bourgogne

Ottoman Empire

Dur *	Durrës (Durazzo)
Mac	Macedonia
Ist *	Istanbul (Con.)
Ana	Anatolia
Sam *	Samsun
Arm	Armenia
Pal	Palestina
Dam	Damascus
Arb	Arabia
Kip %	Kipris (Cyprus)

German Empire

Kil *	Kiel
Kön *	Königsberg
Pom	Pommern
Han	Hannover
Ber *	Berlin
Sax	Sachsen
Wfa	Westfalen

Signs on the Map

A dot:	supply center (typewritten: *)
An underlined dot:	supply center and capital of a Great Power (*)
A triangle:	Fortress (%)

Bdx *	Bordeaux	Wro	Breslau (Wrocław)
Lan	Languedoc	Ead	Eaden
Mar *	Marseille	Mün *	München
Béa	Béarn		

Sweden & Norway, King.

Chr *	Christiana (Oslo)
Lap	Lappland
Ume *	Umeå
Jäm	Jämtland
Sto *	Stockholm
Göt	Götland
Mal *	Malmö

North Africa

Rab *	Rabat
Alg	Algérie
Tun *	Tunisie
Tri *	Tripoli
Ben *	Benghazi
Lib	Libyan Desert
Cai *	Cairo

Kingdom of Italy

Mil *	Milano
Lig	Liguria
Ven	Veneto
Rom *	Roma
Abr	Abruzzo
Cbr	Calabria
Eri *	Bari
Mes *	Messina
Sar %	Sardinia

South-Slavian Kingdoms

Sof *	Sofija
Srb *	Srbija
Crn *	Crna Gora
	(= Montenegro)

Asia

Teh *	Teheran
-------	---------

Greece

Ath *	Athinaí
Kré *	Kríti

Empire of all Russias

Fin	Finlandija
Kar	Karelija
Arx	Arhangel'sk
Pet *	Petersburg
Nov	Novgorod

Kingdom of Denmark (etc)

Jyl	Jylland
Ode *	Odense
Køb %	København
Fär *	Färøerne
Rey *	Reykjavik

Pol Pol'sha-Litva
 Bel Belorussija
 Ukr Ukraina
 Sev % Sevastopol'
 Ros * Rostov
 Kav Kavkazija
 Tif * Tiflis
 Rig * Riga
 Est Estonija
 Kal Kalmykija
 Mrd Mordoviya
 Chu Chuvashija

Portugal
 Por * Porto
 Lis * Lisboa
 "Mini" Countries
 Ado * Andorra
 Mta % Malta
 BeNeLux Countries
 Ams * Amsterdam
 Exl * Bruxelles
 Lux * Luxembourg

Kom Koml
 Mos * Moskva

Rumania
 Ias * Iasi
 Buc * Bucuresti

		Seas	
RED	Red Sea	PER	Persian Gulf
OAT	Outer Atlantic	IAT	Inner Atlantic
BAL	Baltic Sea	NWG	Norwegian Sea
NTH	North Sea	BOB	Bay of Biscay
NWM	NW Mediterranean	SWM	SW Mediterranean
SEM	SE Mediterranean	ADR	Adriatic Sea
AEG	Aegean Sea	BLX	Black Sea (Blexi)

Waterways

Abb.	Name	Seas Linked	Controlling Province
ØRE	Øresund	BAL NWG	% Kpb
KIL	Kiel Canal	BAL NTH	* Kil
GIB	Strait of Gibraltar	OAT SWM	% Gib
		IAT NWM	
		BOB	
MES	Strait of Messina	NWM ADR	* Mes
COR	Gulf/Canal Corinth	ADR AEG	* Ath
BOS	Bosporus/Dardanelles	BLX AEG	* Ist
SUZ	Suez Canal	RED SWM	* Cai

COMMENTS

Salient Features:

1. Many traits that were present in "Persian Variant" have been accentuated; they all relate somehow to the different role of armies and fleets.
2. Sea power is now a dominant feature; it is represented by the control of important seas (as well as straits and fortresses); it is made possible by the multi-fleet system; it is accessible to any growing Power, thanks to the ship-building order.
3. Convoys, which involve coordination of armies and fleets, are still the most favored move.
4. The game is extremely dynamic (seas assure a big mobility) and all countries are concerned by the others from the very start; even Russia can land an army in Spain (Gibraltar) in the first year!
5. The importance that individual strategy loses is now regained by politics, i.e., diplomacy (a Power is fairly "powerless" to defend its centers against landing armies). There are now also fairly stable things to bargain over; the control of given seas and straits...; classical Diplomacy was too fluent for something like a treaty to really make sense.

The Powers' Strength

1. All Powers are equal, but some are more equal than others.
2. There is no delusive suggestion that all Powers are equally endowed. Once more, politics should remedy this; good players, and especially England (!), should realize that it is to their advantage to maintain a European equilibrium. Because of the accrued mobility by sea,

the bigger Powers can intervene much further from home.

3. There are now clear subgoals in the game: to help eliminate a declining Power, and to prevent a Power from fulfilling the required victory conditions.

4. I would regroup the 9 Great Powers into three groups:

A. The Eastern Powers (RU, AH, TU, IT) that have easy access to the numerous supply centers of the Balkans and the Orient. Turkey seems to be safer, though it is less so than in the classical game; Italy seems the most exposed but its policies may well have the most decisive influence on the course of the game.

B. The Western Powers (GE, FR, SP) seem a little weaker.

C. The Northern Powers (UK, SN) have the possibility, by their sea power, of striking a balance between Powers of the two groups mentioned above.

D. By contrast with UK and SN, the three "Central Powers," i.e., GE, AH, and FR, will be responsible for most of the inland fighting, without naval support.

GIBRALTAR II/PERSIAN VARIANT I:

1. The Gibraltar II rules can be adapted to the PERSIAN VARIANT I map and game.

Notes:

1. Designer's address (as per Nov. 1975): Martin Janta-Polczynski, Avenue Montana 32, B-1180 Bruxelles, Belgique.

2. PERSIAN VARIANT I was published in Europa 6-8 (April 75); GIBRALTAR VARIANT II was published first in Bumm 10 (November 75); copies of both are available by the World Variant Banks.

ODDMOD

by

JOHN LEEDER

ODDMOD is the most complicated Diplomacy rating system in existence today. Then why bother? Because it's also the only rating system which incorporates a philosophy which is rather widespread in the game today.

ODDMOD is a modification of the ODD rating system (which is where its name comes from). ODD is a "Calhamerian" system; that is, it rates only wins and draws. Survival, order of finish and so on, have no part in the scoring. A player who was eliminated in 1901 would receive the same treatment as a player who finished second with a total of 16 units.

I'm not criticizing this philosophy, but a large body of players nowadays hold different ideas. ODDMOD is for them. It is "non-Calhamerian," and takes into account order of finish as well as wins and draws.

Also, ODDMOD is the only system to rate every player who takes part in a game, even for a single season. Of course, a player who takes part only for a short time receives a very small adjustment to his rating. But this factor allows the ODDMOD system to quickly arrive at a meaningful stratification, something systems which ignore replacement players do not.

Thirdly, ODDMOD recognizes the difference between resignations and dropouts, and gives different treatment to them.

Fourthly, ODDMOD has a "short memory," in that recently completed games have more effect on a player's rating than older ones. This is much more realistic than systems which count, say, a win in 1969 equal to a win in 1976. This also has the effect that arithmetical errors become "buried" and their effects become negligible with time.

Lastly, using ODDMOD ratings, it is impossible for players in a given game to gang up on the top-rated players, as the ratings will change during the course of the game, as players complete other games. The highest-rated player initially could be the lowest-rated by game end.

How ODDMOD works. A player is said to "beat" another player if he wins the game, or survives longer, or finishes the game with a higher number of centers. A player who beats another gets a "basic adjustment" of +50 to his rating; the loser gets -50. So a player who finishes last would lose to 6 players and have a basic adjustment of -300. The winner gets +300, second place, +200, third place +100, and so on.

This, however, is "weighted" according to the players' previous ratings. Say a player rated 700 beats a player rated 500. The difference is 200; one-tenth of that is 20. The winner receives $50 - 20$, or an adjustment of 30. The loser's adjustment is -30.

If the lower-rated players had beaten the higher-rated one, he would receive $50 + 20$, or +70; the loser would get -70. Obviously, if you beat a highly-rated player, you gain more than if you beat a low-rated player.

If the winner's previous rating is more than 500 higher than the loser's, the adjustment is zero. In other words, you can't lose points for beating someone, nor gain points for losing to someone.

To put it mathematically: Player A (previous rating "a") beats Player B (previous rating...oh, "b"). A's gain is: $50 + \frac{(b - a)}{10}$.

B's loss is the same. But if $(b - a)$ is less than (-500) both adjustments are taken as zero.

This is calculated for each pair of players. It looks incredibly complicated, but mathematical processes can be used to simplify it. It's only rather complicated.

Ties are involved as well. Two players are said to have "tied" if they participate in a draw, finish with the same number of centers, or are eliminated in the same season. When two players tie, each receives half the points he would have received had he beaten the other.

To deal with players who don't play the entire game, a fraction called "F" is used. Find F by the number of move-seasons (Spring, Fall) a player participates, divided by the total number of game-seasons in the game.

A replacement player's score is multiplied by F, unless he drops out of the game and has a negative score.

If a player resigns, his score is calculated as though the game had ended at that point. If this is positive, it is multiplied by F (But not if it's negative. You can't resign from a bad position in order to protect your rating.)

If a player drops out, his score is calculated as though he had been eliminated at that point. Again, if positive, his score is multiplied by F. (In effect, a dropout is rewarded for his achievements up to the point of his drop, but penalized for dropping out.)

Voted draws and concessions are rated as such, regardless of the center totals.

ODDMOD Listing: The accompanying listing is based on all completed games listed in Everything #1-26. All games are included, except those designated as irregular or local, and those in which a single player took more than one position at different times. (The latter are difficult for the system to handle, as well as being personally repugnant to the ratings-master.)

Only players with five or more rated games are listed. All such persons are listed, whether or not they are presently active.

The ratings are rounded off to the nearest 10, to emphasize that smaller division is meaningless.

Because of the mathematical complications involved, it is impossible to answer questions dealing with how an individual rating was arrived at. For any other questions or comments, or players with less than four completed games who wish to know their rating, an SSAE (Canadian postage only, please) should be sent to John Leeder, 208 Haysboro Cres., SW, Calgary, Alta., Canada T2V 3G3.

A = Australian, C = Canadian, E = Continental Europe, UK = United Kingdom. Others assumed to be US residents.

Don Pitsch	1320	Blair Cusack (C)	870
John Stevens	1300	Andrew Phillips	860
Walt Buchanan	1290	William Harrah	860
Mike Rocamora	1280	Drew McGee	850
Mick Bullock (UK)	1260	Allan Owens (UK)	840
John Fleming	1210	John Figgott (UK)	830
Brenton Ver Ploeg	1200	Len Scensny	830
John McKeon	1170	Bill Drakert	820
Randy Eytwerk	1150	Wred Winter	810
Pete Swanson (UK)	1140	Ron Kelly	800
Lew Pulsipher	1120	Bruce Kindig	800
Doug Beyerlein	1120	Gene Prosnitz	790
Ray Evans (UK)	1080	S. Doubleday (UK)	780
Paul Wood	1060	Alan Humphrey (UK)	770
R. Sharp (UK)	1060	David Staples	770
Tony Ball (UK)	1060	William Osmanson	770
Jeff Power	1060	Douglas Dick	770
R. Correll (C)	1060	Greg Greer	760
Harry Drews (C)	1060	Bob Johnson	750
John Boyer	1040	Bob Spencer	730
R. Walkerdine (UK)	1030	Elliot Lipson	730
Walter Blank	1030	Stephen Hall	720
R. Scott (UK)	1000	Glyn Palmer (UK)	720
David Johnson	1000	Gary Peterson (C)	710
Don Roll	980	John Cocambe (UK)	700
Robert Lipton	970	John Weswig	690
Clay McCuiston	960	Brad Payne	690
Len Lakofka	960	Stephen Langs	690
Terry Knowles (C)	960	John Leeder (C)	680
Eric Verheiden	940	Tom Eller	680
Rick Brooks	940	Eurt Labelle	670
Doug Ronson (C)	930	L. Gillespie (C)	670
Doug Hollingsworth	920	Mike Beavers	670
Ed. Hollshwander	920	David Glaman	650
James Fish	910	Edi Mirsan	650
Mark Tonneson	910	Steve Brooks	640
John Meadon (UK)	910	Duane Linstrom	630
Bruce Schlickbernd	910	William Clumm	620
Bill Kiltze	890	John S. Hendry	620
Arnold Vargas	880	Jerri Key	610
Jim Roberts (UK)	870	Brian Yare (UK)	610
Andrew Waldie (UK)	870	Tom Benedikt	610

Hal Norman	600	Steve Nozik	320
K. Feintuck (UK)	600	Ron Gorski	310
Bob Ward	600	Steve Cartier	310
D. Brackman (A)	600	M. Monahan (C)	310
Bob Knudsen	590	Bradley Smith	310
Jerry Riporda	580	David Fujihara	300
John Carroll	580	Earl Hodin	300
Les Pimley (UK)	580	Bruce Chin	300
David Truman (C)	570	Mike Lind	300
Harvey Lindauer	570	Ted Holcombe	290
Chris Schleicher	570	M. McConville (C)	290
Herb Barents	560	John Hendry (UK)	290
Rudy Tatay	560	John Morgan (C)	280
Arnold Proujansky	560	Wayne Lanham	280
Duncan Smith	550	Larry St. Cyr	270
Phil Jones (UK)	550	Dennis Turner (C)	260
Jeff Oliver (UK)	540	David Scott	250
Larry Doble (C)	540	Tim Tilson	250
Richard Swies	540	Dave Pink (UK)	250
John Koning	530	Victor Ricci	250
Lee Childs	530	C. A. Beam	230
Robert Lamb	530	Lloyd Hoffman	230
Steve Plater	520	John Lawrey	220
David Davies	520	Larry Peery	220
Don Horton	520	Charles Reinsel	200
David Lagerson	520	Jim Carr	200
Andy Davidson (UK)	520	Ray Bowers	200
Tom Leahey	500	Payton Turpin	190
Conrad von Metzke	480	Jim Boskey	180
P. Charlton (UK)	480	J. Elsmore (UK)	180
Stan Wrobel	480	Gerald White	180
Bob Strayer	480	Dave Kincade	180
Greg Dority	460	Dean Schwass	150
Greg Warden	450	Mike Sherrad (UK)	130
Andrew Herd (UK)	450	George Lowrance	130
Hal Naus	450	Bill Lafosse (C)	130
John De Prisco	440	David Skaja	130
Tom Keller	440	Allan Doodes (UK)	120
Terry Lachcik	440	Mark Weidmark (C)	120
Red Walker	440	Dick Trotek	110
Art Haehnel	440	Doug Schaefer	80
Steve Ball (C)	440	Bill Howerton	80
John Morrison (UK)	430	John Smythe	80
John Lettice (UK)	430	Richard Hull	80
Johnathan Jacobs	410	Ed Rack (C)	70
Patrick Walker	400	Louis Menyhurt	70
Ray Heuer	400	Charles Welsh	60
Steve Wyatt (UK)	400	Michael Quist	60
Martin Bavetz	400	Michel Feron (E)	60
Leo Early	400	Jim Hagelshaw	60
Pete Weber	380	Bruce Gletty	60
Jack Stewart	380	Margaret Gemignani	40
Larry Blandin	380	Steve Cooper	30
Doug Nelson	380	William Schill II	20
George Patton	370	Bob Keathley	10
George Grayson	370	Larry Fong	0
John McCallum (C)	370	Gary Gehrke	0
Ian Maule (UK)	350	Gary Jones	0
Martin Davis	340	Eric Just	0
Dan Barrows	340	John O'Rourke	0
Chic Hilliker	340	Paul Stone (C)	0
Robert Van Andel	340	Rick Stuart	0
Bob Matthews	320	Buddy Stetick	0
		Karl Wittman	0

HOOSIER ARCHIVES

DEMONSTRATION GAME NO. 5

THE ROSE AMONG THE THORNS GAME -- 1975A

Reprinted from HA #187 - 189

ROCAMORA RAT OR TROJAN HORSE? Spring 1913

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Den H, A Pic-Par, A Bel-Pic, A Hol-Bel, A Gas H,
(Rocamora) A Bur H, F Mar H, F Mid H, F Tyr H, F Lyo S F Tyr, F Wes S F Tyr, F Tun S F Tyr,
F Naf H

ITALY: No unit remaining
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla
(Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla
(Beyerlein,
Marie)

BIRSAURON OUT AT LAST Fall/Winter 1913

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion. Owns: Bud, Tri, Vie, Gre, Ser,
Nap, Rom, Ven, Ber, Mun (10). Constant.

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Den H, A Bel H, A Pic S A Bel, A Bur H, A Gas
(Rocamora) S A Bur, A Par H, F Mar H, F Mid-Par, F Tyr H, F Lyo S F Tyr, F Wes S F Tyr,
F Tun S F Wes, F Naf S F Tun. Owns: Edi, Liv, Lon, Bel, Hol, Den, Nwy, Swe, StP,
Bre, Mar, Par, Kie, Spa, Tun, Por (16). Build refused.

ITALY: Owns: ~~Por~~ (0). Out.
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla.
(Pitsch) Owns: Mos, Sev, War, Rum (4). Constant.

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla. Owns: Ank, Con, Smy, Bul (4). Con-
(Beyerlein, stant,
Marie)

PALO ALTO: Douglas Beyerlein, mild-mannered associate hydrologic engineer for Hydrocomp Incorporated, looked only slightly amused as reporters asked him all too numerous questions about his spouse, Dr. Marie Beyerlein, and the Labofkoid named Lumpy. "Yes, gentlepeople, my wife is conducting new research on Lumpy." "No, he is never allowed out of the laboratory and thus only has his imagination from which to draw all his wild stories." "No, my nickname has never been Shorty--these all are merely stories

and fairy tales."

More questions were shouted, but in vain. "Please, everyone, if you will allow me some silence I will explain." With that statement, the noise died down and Douglas began to tell his story.

"As you all know, engineers are good providers but lousy lovers. Now in human terms that means that I may get the urge every ten minutes but we actually only indulge once a day. You know: slow but sure and all that. Well,

ROCAMORA RAT GOING WRONG WAY?
Spring 1914

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Iakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion

ENGLAND: F StP(nc) H, A Nwy S F StP(nc), A Den-Swe, A Bel H, A Pic H, A Par H, A Gas H,
(Rocamora) F Mar-Spa(sc), A Bur-Mar, F Lyo S A Bur-Mar, F Por H, F Tyr H, F Wes S F Tyr,
F Tun S F Tyr, F Naf S F Tun

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Ela
(Pitsch)

TURKEY: F Ion H, F Aeg S F Ion, F Con-Ela, A Bul H
(Beyerlein,
Marie)

RAT TRAP OPENED BUT NO ONE BITES
Fall/Winter 1914

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Iakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion. Ows: Bud, Tri, Vie, Gre, Ser,
Nap, Rom, Ven, Ber, Mun (10). Constant.

ENGLAND: F StP(nc) H, A Nwy S F StP(nc) H, A Swe H, A Bel H, A Pic H, A Par H, A Gas H,
(Rocamora) A Mar H, F Por H, F Spa(sc) H, F Lyo H, F Tyr H, F Wes S F Tyr, F Tun S F Tyr,
F Naf S F Tun. Ows: Edi, Liv, Lon, Bel, Hol, Den, Nwy, Swe, StP, Ere, Mar,
Par, Kie, Por, Spa, Tun (16). Build refused.

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Ela.
(Pitsch) Ows: Mos, Sev, War, Rum (4). Constant.

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Ela. Ows: Ank, Con, Smy, Bul (4). Con-
(Beyerlein, stant.
Marie)

anyway, Marie was one day studying Lumpy's sex habits (very disgusting anyway--and it is so difficult to hang a Labofkoid by its heels from a door...but let me continue) and noted that Labofkoids only have sex once a month. When Lumpy heard that humans have sex much more often, he was shocked. This has so confused his rather meager mental processes that he has been babbling all sorts of garbage ever since--not to say that he was ever very coherent. As for his buddies, Donald Duckpits and Rocky What's-his-name, the mere fact that they would even condescend to associate with Lumpy should give you more than a clue as to their intelligence levels. Now, I hope that I have clarified the situation and I ask that you please leave me alone so that I may finish my analysis of these hydrographs."

And with the true story finally told, the newsmen left Douglas to his work. He then quickly mounted his bicycle and rode home to ~~not~~ have lunch with Marie. Lousy lover indeed!

FRENCH GOVERNMENT IN EXILE: In regard to the question of who France feels should share in a draw, we wish to correct our Austrian "friends." England is the only country which has played skillfully. An English victory would seem appropriate. But if a draw comes about, we would hope that it would not include those whose survival depends only on the good graces of others. After all, we would feel badly if we were the only one given the shaft.

BUDAPEST: To the French Government in exile: The sound of sour grapes rang through the streets for 40 days and 40 nights (and he's only gotten his first wind)!

Mr. Holcombe wrote few letters to the east; those that arrived in Vienna said, "What are you doing?" The letters west were "insulting" in their tone, brevity and aire. Mr. Holcombe was attacked (surprise?!) from three sides and then fed information and moves from Vienna. Mr. Holcombe said, "I'm your puppet--do whatever you want to me and with me." He then cries, moans and bitches when he is wiped out and bemoans the fact that he is left out of the draw. He says puppets should not be left alive in a draw (but he would have liked to survive!). Enough!

CONSTANTINOPIE: Sultana Marie undulated slowly toward the door, followed by the ~~plump~~ portly Professor Boyer. She picked up an apple from a nearby fruit basket, and, fixing, the Professor's eyes with a seductive stare, took a very slow, noisy, juicy bite from it. The guards at the door suddenly looked distinctly uncomfortable and started shifting their feet. The Professor, however, being unaccustomed to Turkish customs of seduction, was nonplussed. The Sultana then offered him the apple, and he took it, wondering to himself whether she REALLY expected him to eat the apple now that she had bitten into it?! (The Professor, it will be remembered, is very fastidious.) Fortunately for

EVERYONE MARKS TIME
Spring 1915

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion

ENGLAND: F StP(nc) H, A Nwy S F StP(nc) H, A Swe H, A Bel H, A Pic H, A Par H, A Gas H,
(Rocamora) A Mar H, F Por H, F Spa(sc) H, F Lyo H, F Tyr H, F Wes S F Tyr, F Tun S F Tyr,
F Naf S F Tun

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla
(Ptisch)

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla
(Beyerlein,
Marie)

ROSE AND THREE THORNS DRAW FIFTH DEMO GAME!
Fall/Winter 1915

AUSTRIA: A Liv H, A Ber H, A Mun H, A Sil S A Ber, A Tyr S A Mun, A Pie H, A Ven S A Pie,
(Lakofka) A Tus H, F Rom S A Tus, F Nap S TURKISH F Ion. Owns: Bud, Tri, Vie, Gre, Ser,
Nap, Rom, Ven, Ber, Mun (10). Constant.

ENGLAND: F StP(nc) H, A Nwy S F StP(nc) H, A Swe H, A Bel H, A Pic H, A Par H, A Gas H,
(Rocamora) A Mar H, F Por H, F Spa(sc) H, F Lyo H, F Tyr H, F Wes S F Tyr, F Tun S F Tyr,
F Naf S F Tun. Owns: Edi, Liv, Lon, Bel, Hol, Den, Nwy, Swe, StP, Bre, Mar, Par,
Kie, Por, Spa, Tun (16). Build refused.

RUSSIA: A Mos S AUSTRIAN A Liv, A Pru S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla.
(Pitsch) Owns: Mos, Sev, War, Rum (4). Constant.

TURKEY: F Ion H, F Aeg S F Ion, A Bul H, F Con-Bla. Owns: Ank, Con, Smy, Eul (4). Con-
(Beyerlein,
Marie)

him, he did not have to make a decision about it because the Sultana turned, ushered him into a small room, asked him to wait until she could "change into something more comfortable," and left.

As he waited, Professor Boyer noted with astonishment that the room was completely empty. It was also extremely small, hardly bigger than a closet, and had only one window, which was too high to reach. And it was stuffy, and becoming very hot. In fact, it was becoming unbearably hot! The Professor wondered anxiously whether the Sultana would return soon, and absent-mindedly prepared to bite into the apple. As he did so, he saw something that made him freeze in terror, with the apple now firmly lodged in his mouth. He saw that the walls of the room were beginning to glow, as a searing heat radiated from them. The door, he noted, had no inside doorknob. A terrible truth was beginning to dawn on him, as he recalled the innocent "LUAU TONIGHT!" sign he had seen outside the palace. But his brain refused to admit the thought, as he tried to complete the phrase that was incessantly, frantically running through his mind: "Hot as an... Hot as an....." He could NOT make himself believe it.

VIENNA: Now frankly, this is getting ridiculous. This game is over. Either Mike will take Edi out or he will not--do one or the other and get it over with. Don, Marie and I are not

going to move! I am not going to pull in the Trojan Horse of Kiel so you can forget about offering it. It is a center that can be regained by force, as can Ruhr.

Mike's ploy is simply to have one of the three of us become bored and miss a move. How cheap can you get? I have long respected Mike's playing ability but these last years have shown one cheap insulting shot after another. WE ARE NOT GOING TO LET YOU WIN, MIKE. We are not going to take Kiel to upset the balance of centers we now own. We are not going to rearrange our units so that you can move your fleets back north and break the position.

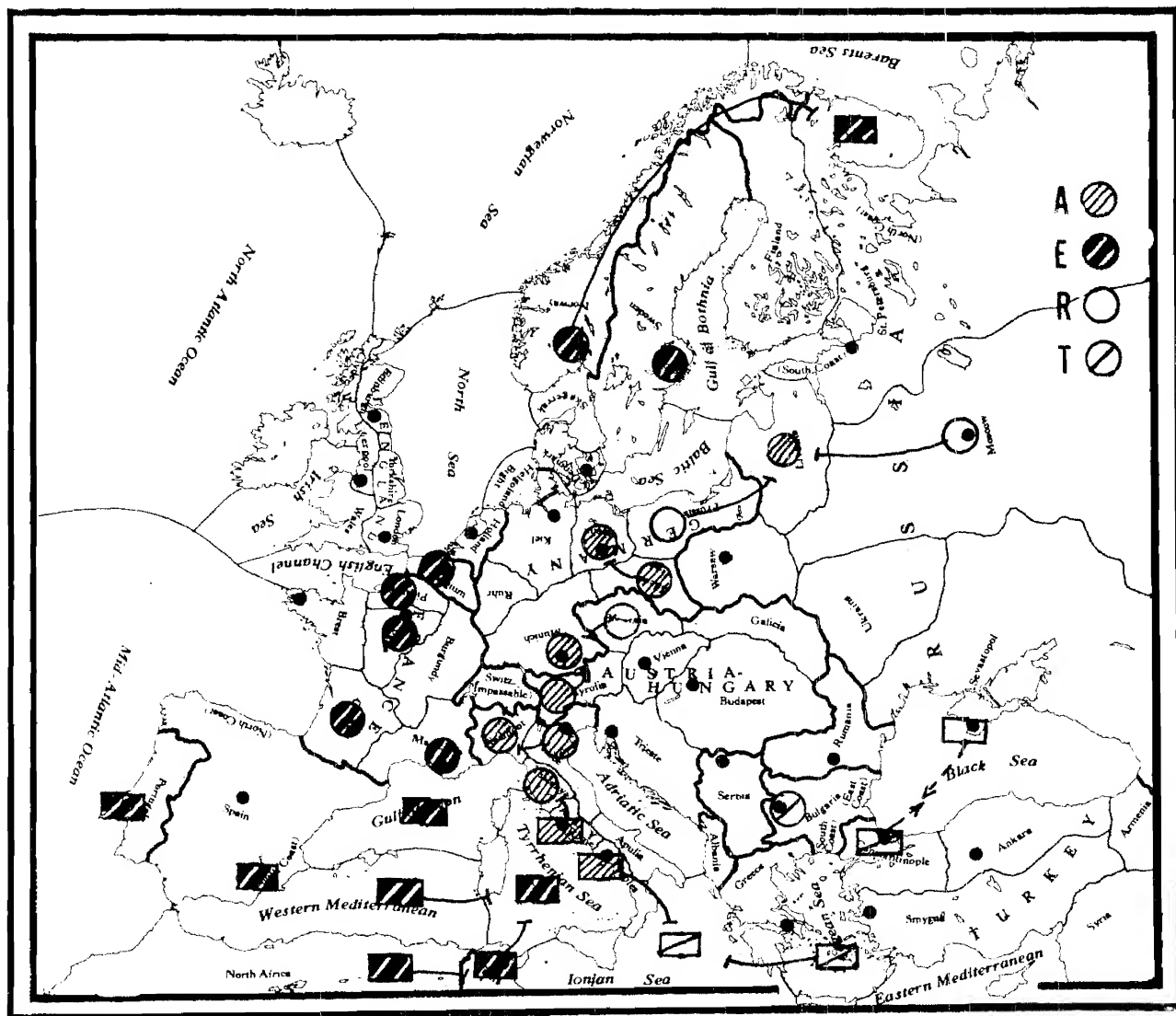
I am fully aware that Mike will be more than willing to play this game until 1935 if we let him. I feel that we are not demonstrating anything to the players watching the game except for some pettiness on Mike's part. Keep the game going, Mike, and you are going to damage your reputation--ours are surely not going to be damaged by this fiasco.

My perpetual orders are: A Per H, A Liv H, A Sil S A Per, A Mun H, A Tyr S A Mun, A Ven S A Pie, A Pie H, A Tus H, F Rom S A Tus, A Nap S TURKISH F Ion; with Don's A Pru S AUSTRIAN A Liv, A Mos S AUSTRIAN A Liv, A Boh S AUSTRIAN A Mun, F Sev-Bla and Marie's F Con-Bla, A Eul H, F Aeg S F Ion, F Ion H, the position locks tight!

LONDON: Len, this game may be over, but that is because you lost your guts. The tactic I am using is one that is seldom seen. It certainly deserves to be completed, analyzed and discussed. Too many games end as four and five-way draws because the players do not know how to safely eliminate the superfluous players. Apparently some of the "experts" are in need of lessons.

I have never made a "cheap, insulting shot." If I were hoping you would miss a move, then I would attack Munich, Berlin and the Ionian Sea. This has not been done since my withdrawal began. The "cheap, insulting shots" are something you specialize in. Your press is often derogatory and you have a tendency to gloat over the elimination of worthy opponents.

FALL 1915



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)

WRAP UP

To give a wrap-up of the fifth completed Hoosier Archives Demonstration Game, I'm publishing Eric Verheiden's final analysis of the game below, as well as commentaries by two of the players participating in the draw. In addition to this, you will find in the press section, a final press release by Mike Rocamora

that summarizes his final views on the game.

This was the second HA game to end in a draw and continues the trend of drawn games in which all top-flight competition is involved. In these games, we're seeing more balance-of-power and changing alliances to stop the leader.

Before Eric's summary, I'm printing a supply center chart of the game so that you will have a skeletal record of what occurred. If you weren't following the game from the beginning, it started in DW II, 1 with a running analysis.

SUPPLY CENTER CHART

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
AUSTRIA (Len Lakofka)	5	7	9	11	11	12	12	10	10	10	10	10	10	10	10
ENGLAND (Mike Rocamora)	4	4	4	6	8	9	9	14*	15	15	15	15	16*	16*	16*
FRANCE (Ted Holcombe)	4	4	3	2	1	-	-	-	-	-	-	-	-	-	-
GERMANY (Steve Brooks)	5	7	7	6	6	5	4	-	-	-	-	-	-	-	-
ITALY (Edi Birsan)	4	3	3	3	2	2	2*	2*	1	1	1	1*	-	-	-
RUSSIA (Don Pitsch)	6	6	5	3	3	3	4	4	4	4	4	4	4	4	4
TURKEY (Marie Beyerlein)	4	3	3	3	3	3	3	4	4	4	4	4	4	4	4

The last few game years saw nothing of significance occur. Lakofka, insisting all along that he would neither betray his smaller allies nor accept the poisoned apple proffered by an increasingly desperate Rocamora, did neither, forcing the final draw.

One (if not the only) point of interest was the final London press release. Here, Rocamora castigated Lakofka for having "lost his guts." He goes on to say that "too many games end as four or five-way draws because players do not know how to safely eliminate the superfluous players." He closes with some comments about Len's press which I will leave the two of them to fight about.

To begin with, it should be made clear that it is a superfluous player that Rocamora is arguing about at this point, in particular, Don Pitsch. Mrs. Beyerlein was most assuredly not superfluous and any attempt to excise her from the game would have been a colossal blunder, on a par with agreeing to one of Walt Buchanan's 18-16 two-way draw alliances. Walt Buchanan simply does not play for draws if he has anything with an edge as sharp as a garden hoe handy (except for propaganda purposes) and neither does Mike Rocamora.

So then what about removing Russia from the game? The first thing required would be Mrs. Beyerlein's consent. Without it, the attack would at best be hampered and at worse completely backfire, if she chose to oppose it with deeds rather than words. However, such opposition would seem unlikely. Neither Lakofka nor Pitsch exactly endeared himself to her earlier in the game and with the military risks being as small as they were, she had little to lose and perhaps a little more to gain.

So then assuming active Turkish cooperation, the initial fall attack would take two

centers (Warsaw and Rumania) if the expected surprise was achieved, and it is hard to conceive of a scenario in which the other two would not fall quickly as well. Certainly fast enough so that, at the distance he had pulled back, the best Rocamora could do would be perhaps to keep Pitsch alive in one of Rocamora's own centers, which would seem rather pointless. In other words, from a military point of view, Pitsch did indeed seem expendable. Why then did he not go the way of Germany and Italy, Rocamora's faithful minor power allies?

The answer, I believe, is that Lakofka did not think the extra 1/12th of a Calhamer Point (or however he counts such thing) would be worth the damage to his hobby-wide reputation that would ensue as a result. Ideally speaking (at least according to Allan Calhamer, for what that is worth), the objective should be to play each game entirely separately from all others and to squeeze the last drop of blood out of the turnip which the position will allow. However, this is only practical if you play in one publicized game like this one and then retire (e.g., Brenton Ver Ploeg) or if you thereafter play in carefully chose demo games in which everyone else has such a rotten reputation that no single player is at a significant disadvantage. Otherwise, well, even given the fact that Lakofka smashed Italy, pounded on Turkey, set up Germany and shamelessly used Russia to his own advantage earlier in the game, comparing the ultimate fates of their respective allies, which one would you choose for an ally if you had to make a choice?

Thus, for players who still play in a number of games outside the demo game circuit, a little more consideration of how things would look is necessary than would otherwise be the case. This is not to say that a player like Lakofka--or any other "name" player--is utterly

trustworthy. Though most people hate to admit it, nobody wins games without stepping on a few toes. The difference is in degree, i.e., whether you step on the toes with your foot or run them over with a Sherman tank.

A few final comments about the game in general. Despite the fact that the game was so deadly dull for so long (I hope you are changing that HR, Walt), it was, for the most part, well played. The fact of the matter is that the most interesting games to watch are the one with numerous back-stabs and double-crosses in which someone eventually rolls over everyone else to victory. However, this does not mean the game was well played by all concerned. Too many back-stabs antagonize too many players and lead to the fate of Germany we saw here. The fact that someone wins means that someone else failed to check his growth in time. My feeling is that the best played game should end in a 3-5 way draw. There is no reason why two eliminations should not occur in the early phases of the game and why perhaps a few more should not occur as two sides become sorted out. However, after that, for one to allow penetration by the other into its own turf would be foolish, and not to reward those on either side who actually participated actively in getting the draw by giving them a piece of it would be equally unwise in the long run, as ally recruitment becomes an increasingly difficult task in future games. There are exceptions, of course. Here, for instance, Italian intervention prevented the elimination of Turkey, but this would seem to be reasonable in general.

My own feeling here is that Lakofka played the best game, as might be intimated from the above. Rocamora snapped back from early weak play to take his final commanding position, but my feeling is that, by rights, he should have let Italy in on the draw to reward his loyalty.

COMMENTARY FROM VIENNA

by Len Lakofka

A strong field of players makes winning with a central power almost impossible! Thus far in the demo games 1975A and 1974CK, I have played the strongest central powers, Austria and Germany. In both games, good diplomatic and tactical play foiled a win for me, but also foiled a win for any corner power, Rocamora's England in 75A and Power's France in 74CK.

The last two DIPLOMACY WORLD games demonstrate good tactical and diplomatic play and that, under such a situation, a win is impossible. Regardless of prior hostilities, the play-

ers put together the alliances to stop the end game leader--a tactic not used in the Birsan, Ver Floeg, or Rocamora wins of the first three demo games.

Some players like Steve Brooks (see Hoosier Archives No. 127) would say that such play is "unsporting" or that it could not happen. Yet strong players play to win, and if they can not win, they play to draw--a theory I have voiced with some vigor. In future games I'm confident that among Marie Beyerlein, Edi Birsan, Don Pitsch, Jeff Power, Mike Rocamora, Arnold Vagts and myself, any alliance would be possible, even though we have fought in 74CK and/or 75A. Brooks, et. al., might play the next game vengefully, which is a clear sign of unsportsmanlike play. Thus my balance of power philosophy is wholly correct.

Even Allan Calhamer can not argue cartelism theory in 75A. Agreements were made and broken by pure balance of power necessity. Stop the leader was the cry of this game from Spring 1903 onward.

Some specific notes are in order. I'd like to look at the play of each of the six players. I could go into tactics and strategy, like the analyst was supposed to do, but I'll leave that to others.

Edi Birsan tried to attack east and west simultaneously without a firm relationship with Turkey. This meant his doom, once the 1901 stab failed. Had he abandoned all interest in the east, temporarily, he might not have been ridden over in early middle game. His lone fleet did prevent the Turkish collapse and thus thwarted my win chances by 1905-06. His western campaign destroyed France.

Marie Beyerlein tried to be too crafty in 1901. She tried lying to Russia and myself. Don and I devised a plan to catch her and it worked. From 1902 on, she had but three pieces--albeit well placed. Had she guessed wrong once, it would have been all over for her. If she had fallen, I might have won. Well played, Marie!

Steve Brooks couldn't make up his mind whom to attack! First east, then west. His only constant enemy was Russia, the player he needed the most. Steve was being negotiated with vigorously by Mike and me. Relations with other powers existed, but to a smaller degree. Note that he stabbed Rocamora twice and each time expected Mike to ally with him. I stabbed him only once and I was his enemy for the rest of the game. The obvious difference between a balance of power and a strong second player! Brooks played personalities, Rocamora ignored personalities. Who do you think played a better game?

Don Pitsch never really got a chance to play. Like Marie, he got boxed in early and had few pieces to work with. He might have done more negotiating with France in early game, but that is only speculation. Don defended Denmark

in 1902 with great skill, but made an error in defending Moscow. When playing against a strong second player, you need only remember that his play will be conservative, that is, the sure capture of a center as opposed to a move that might capture two centers now (or later). Don played him for an innovative move which I'm sure never seriously crossed Brooks' mind. The final stages of the conflict were colorless--just setting up the stalemate.

Ted Holcombe did almost no negotiating. This is possible in a weak field in which picking up the neutrals is the only 1901 priority. In a demonstration game, it is suicide! Once attacked, I encouraged conservative offense to prevent loss of a center by a stab. This proved good advice as Rocamora and Brooks were thwarted on two occasions. Holcombe's death throes were marked with a great deal of bitterness. This was unnecessary because he had dug his own grave with silence--why should he be noisy as the earth is thrown into the hole?

Mike Rocamora played an excellent balance of power game. Some of his negotiating was faulty, however. He insulted player intelligence often. Don Pitsch, Marie Beyerlein and I were all given outright inane "offers" which clearly would benefit Mike and no one else. He tried to cause unrest and vacillation. He failed. Only Brooks stuck to him like glue and went out in one season as I supported Mike in killing Brooks off. Mike often pretends paranoia and often tried to act dumb. He does these things with great success when speaking to the gullible --Don, Marie and I did not buy any of it.

You may ask the turning point, since Eric Verheiden failed to observe it--or many of the other tactical and strategic plays. The turning point is the Fall 1903 move of A Tyr-Mun. That single move saved Rocamora, killed Brooks and gave me a good shot at a draw. Had I not gone to Munich, Brooks might have won, would probably have drawn, and Rocamora would have been dead. My only chance to win was to take Munich in accordance with my agreement with Russia.

The years 1909 and 1910 saw the last pieces move into place to complete the eastern draw. The move to Piedmont was crucial, but Mike did not block it. Blocking it would have produced a tactical problem and a guess that could have broken the position.

1911 and on were marked by Mike's attempt to break the eastern alliance. He told me (and probably Marie) to take Don out while he waited. I did not believe that he would, so he began to withdraw. I called his attempts to take Don out while he could still recover and possibly win if Don helped him during Russia's death throes "an insulting cheap shot." Inspection of the position shows that with Don against Marie and me, the position might crack. In 1911 it was about a 2:1 chance in Mike's favor for a win. Those odds stink. Marie and I were gambling our sure

.25CP for a .33CP while Mike was gambling a sure .25 for a possible 1CP! Not much of a gamble, is it?

By 1912, Mike's backward moves had placed the odds of killing Don at 1:1 while still stopping Mike even if Don and Mike allied. The gamble is still not worth it. In 1913, Mike had moved back to the point where Kiel and Ruhr could be (temporarily) taken. He still held Burgundy, Holland and Denmark. His odds were now about 2:3 in our favor. Still, is it worth NOT ONLY THE GAMBLE, but the reputation loss for Marie and me when we back stab an essential partner to the early draw position? Mike would lose no prestige in such a three-way, but Marie and I would. So there is a gamble for the three-way and also a loss of face by stabbing.

In 1914, Mike moved back far enough so that Don could be killed with no loss to Marie and me even if Mike and Don allied. Yet I contend that .08 of a CP does not make up for the loss of face and reputation for such a stab. Mike says I lost my guts, that I "specialize in 'cheap and insulting shots'" and that my press is "derogatory and tasteless with a tendency to gloat over the elimination of a worthy opponent...." Which cheap shot Mike is referring to, I don't know, nor do I care. That sounds like sour grapes, frankly. I am of the opinion that good press is the type that starts press wars. Don and Marie and I went after each other claw and fang to the joy of all three of us. If Mike is too thin skinned to enter a press war, that is too bad. The most unbelievable remark is that I gloated over the elimination of worthy opponents. MIKE ELIMINATED ALL THREE PLAYERS HIMSELF! His phone calls to me did not call two of them "worthy"--far from it.

Mike says the tactic of eliminating "superfluous players" should be "analyzed and discussed." Fine. I am disgusted with it and the analysis shows an unnecessary betrayal of the stabbers to their detriment in future games. Rebuttal, Mike?

I did enjoy the game very much. Mike's play was brilliant and he tried every possible diplomatic and tactical play and ploy. As long as he doesn't begin believing in his ploys too much, we will all be safe! Thanks to all for a fine game!

COMMENTARY FROM ST. PETERSBURG

by Don Pitsch

Boy, did I stink! My play displayed a couple of critical tactical errors and some rather hurried replanning. Only an occasional show of

brilliance saved me, and even then, I can only credit my survival to Marie and Len.

I wish to thank all of the players for an exciting game (the early part of it, that is). Again, a thanks to Marie and Len, who didn't believe that .08 Calhauer Points should delay the inevitable conclusion of the game.

From the beginning, I saw the game as a battle of two enormous wills, both more powerful than myself (i.e., England and Austria). I reasoned that my success would lie in either destroyed both of them or allying with one to oppose the other.

My initial direction was against the Austrians with the former point in mind. I was hoping that a similar situation would develop against England in the north--a situation that I was doing my best to encourage, I might add. It appeared Turkey and I would be able to split the east.

I discovered, much to my chagrin, that Turkey planned to stab me in Rumania. This seemed only logical as I learned that the secret alliance she held was with England and not me (sob!). This would lead to a very short life span in middle game so...replan!

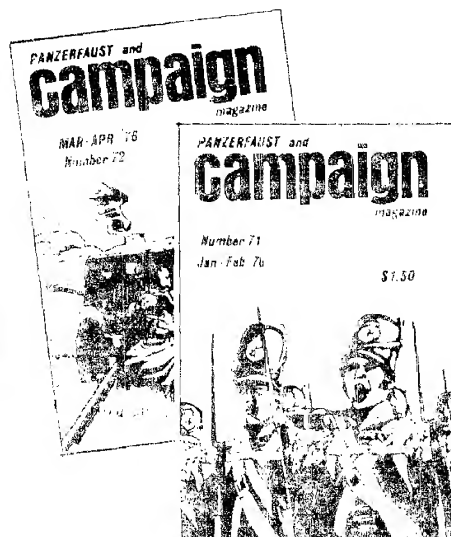
I thwarted Turkey and realigned with Austria. I knew now that I had to remove England or my win possibilities would cease to exist. Fortunately, the Germans went along with my plan and I traded Sweden for Norway. I felt that now I could launch a full Turkish offensive and remove the threat in the south.

But alas, "golden tongue" had worked his magic and Germany caught me in a most embarrassing position. Fortunately (for me), Austria did the same thing to Germany as he again stabbed the English. All I had to do was hold on and eventually Germany would be eliminated. He had made himself expendable.

Up to the point where Germany was stabbed, he had played a good game. He, too, had been playing the two strong wills against each other. This only works up to a point. The point is when they both become aware of what he is doing (information I freely offered). Shortly thereafter, he met his fate.

At this point, Marie showed her true mettle. Len and I had been attacking her since Spring 1902, yet she realized that Rocamora would win unless we stopped our squabbling. We all banded together and forced the draw. Because of some tactical oversights on the part of England, the draw became a reality.

England, not to be defeated, threw one last blast of hot air in an attempt to create dissension in the ranks. With that failing, he had to bow and accept the ordained conclusion. My only regret is that Italy, the other "superfluous" player had not been allowed to survive. After all, his loyalty had been with England for the entire game.



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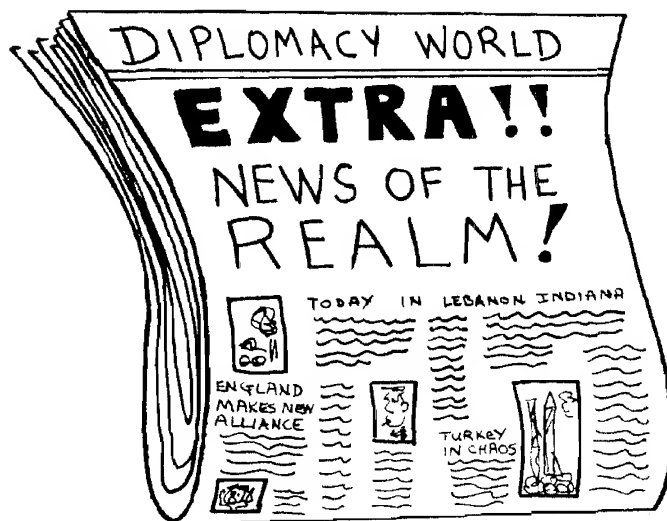
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2. **EVERYTHING.** John Weswig (2115 NW Elder St., Corvallis, OR 97330) publishes the hobby's game statistics zine which is edited by Doug Beyerlein. Available at 10/\$4 from John, the last issue had some interesting game records, ie, the longest, shortest, etc., by Russell Fox.

3. **CEPHEIDS.** This is IDA's free novice zine published by Joel Klein (62-60 99th St., #1220, Rego Park, NY 11374) for US players, and Robert Correll (44 Rawlinson Ave., Toronto, Ont. M4P 2M9) for Canadian players. It is a must for introducing new players to the hobby.

4. **IDA HANDBOOKS.** There are 3 handbooks now available and they're a must for players and pubbers alike: The 1974 Player Handbook from John Boyer (117 Garland Dr., Carlisle, PA 17013) at \$3 (\$2 to IDA members), the 1975 Players Handbook from Edi Birsan (#302, 35-35 75th St., Jackson Hgts, NY 11372) at \$2.50 (\$2 to IDA members) and the Publishers Handbook from Len Lakofka (644 W. Briar Pl., Chicago, IL 60657) at \$2.50 (\$2 for IDA members). All outstanding!

5. **ORPHAN GAMES PROJECT.** Ray Heuer (102-42 Jamaica Ave., Richmond Hill, NY 11418) has formally taken over the OGP from Greg Warden. If you have a pubber that has done defunct on you, write Ray and he'll help find a new home for your game. SSAE's appreciated.

6. **IDA EVALUATION COMMITTEE.** Robert Correll (address above) heads this project, the purpose of which is to let players know which GMs meet given standards of "acceptability." The utmost in objectivity is striven for. Send Robert a SSAE for details.

7. **DIPLOCON IX.** Summarized from THE GENERAL: "ORIGINS II will also be the site of DIPLOCON IX and all the prime movers in DIPLOMACY

circles are expected to attend. This will be a 2-day affair officiated by IDA's Edi Birsan. Play is not elimination oriented and players may play in both rounds regardless of their showing. Seven plaques will be given for best performance with each country. \$2 entry fee." Also see ad on p. 16. ORIGINS II pre-registration fee is \$6 or \$8 at the door. We hope to see you there.

8. **TYROMANIA.** John Gross and Cal White (1 Turnberry Ave., Toronto, Ont. M6N 1P6) have come up with an idea for an IDA Novice Gamesmasters Project that sounds pretty good. Novice GMs could start out as a guest GM in the parent zine to gain experience. Write Cal for details.

9. **PAROXYSM.** Harry Drews (Box 282, Kitchener, Ont. N2G 3X9) is the treasurer for one of Canada's top gamezines. Subs 8/\$2. With the cooperation of Rats Live on No Evil Star, a rising zine on the British Diplomacy scene by Pete Swanson, an international demonstration game is being planned. Write Harry or Pete for details on this interesting project.

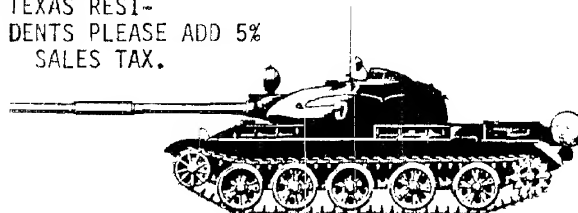
10. **CENTURION.** Russell Fox (5160 Donna Ave., Tarzana, CA 91356) runs an invaluable zine review service in his zine so that you can get frequent updates on what is out. Subs are 11/\$3 and best of all, your first game is free!

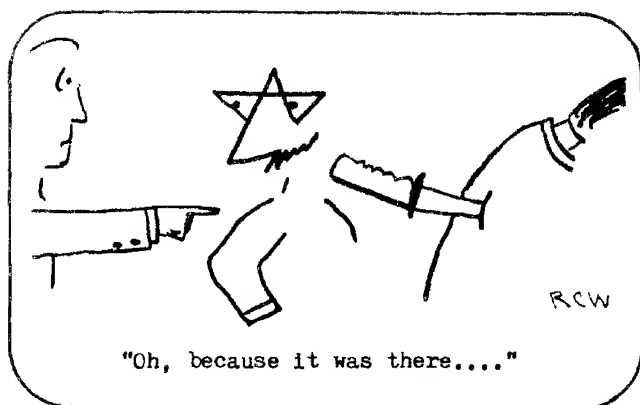
11. **COMMAND.** Dennis Agosta (9 Finlay Pl., Newark, NJ 07106) puts out this attractive new offset gamezine with gamefees being \$2.50 plus a 12/\$4 sub. "Pilgrimage" by Bill Stone was reprinted from issue #6. So why not sub and get

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the original?!

12. **LITTLE WARS.** If you would like to follow another demonstration game, see the back cover. The game is being CMed by Len Lakofka and the players have a total CPC of only .2 less than the current HA demonstration game. Plus you get info on the rest of the gaming scene.

13. **EUROPA.** Walter Luc Haas (Postfach 7, CH-4024 Basel 24, Switzerland) edits continental Europe's premier gaming zine. Subs are 13/\$10 surface and 13/\$15 air. Quite a few issues have been over 100 pages long, so you get a lot of reading on all aspects of the wargaming hobby.

14. **DIPLOMACY WORLD I, 1.** Although this issue is out of print, several people have asked me how they might get it. You might write Napoleon's Military Bookshop, 375 Pitt St., Sydney 2000, Australia. Figure that out!

15. **GEN-CON WEST I.** Tom Vaughan, %The Outpost, 1148 San Carlos Ave., San Carlos, CA 94070, is who you should contact for info on the largest west coast convention ever. It will be on Sept. 4th to 6th at San Jose. By the way, The Outpost also now stocks **DIPLOMACY WORLD**.

16. **THE POUCH.** Gil Neiger (Box 4293, Brown U., Providence, RI 02912) has a game open at \$6 or \$1 plus a 8/\$2 sub. Also the classic first anniversary issue at \$2 (\$1.50 to IDA members) is still available. This 78-page issue is just as valuable as an IDA Handbook. Recommended.

17. **DYNASTY.** Adam Gruen (470 North St., Harrison, NY 10528) offers a free game for new subbers. Sub is 12/\$2.50. It should also be noted that for those of you who're interested in other games besides Diplomacy (such heresy! CA), Dynasty is one-half general wargaming.

18. **JANUS.** Cal White (1 Turnberry Ave., Toronto, Ont. M6N 1P6) is the treasurer for another great gamezine from Canada. Gamefee is \$2.50 (\$2/IDA) plus a 8/\$2 sub. Really great was their 1st anniversary issue. The cover is a riot, the best I've seen in quite a while.

19. **IMPASSABLE.** John Boyer (117 Garland Dr., Carlisle, PA 17013) publishes the finest gamezine in the hobby. Subs are 10/\$2 and well worth it for the info you get. Incidentally, if you are in the market for a bargain on mimeo

WANTED TO BUY OR BORROW

The following zines are missing from the Archives. British zines are listed below separately since I'm having more difficulty acquiring them. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the Archives virtually complete.

Adanack 8; Aerlion 1, 3; Anderson Affair 1; Angbad 1-4; Attention 1, 46-47; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Barfy Blue 2; Barad-dur 1.5, 40.5; Bolverk 1, 3, 6; Brainwave 16; Brunus Edwardi 21; Buffalo Diplomacy 106; Bulletin 2; Calcutta Chronicle I, 1-2; Carmilla I, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; The Demons Home 1-2; Don't Knock the Rock 20; Dune 80, 82; Eureka Stockade 9; Evening's Empire 10-12; The Exponent 1, 5; Fallovia 1; Fearful Symmetry 1-2; Flash 1; Foreign Office Report 18; Fredonia 24-25; The Gaming Record "I," "II," III, 1, 3-5; Glory Gazette 1; IDA GamesInfo Bulletin 1; If I, 2; I'm God 2; Infamous 2; Janus 15, 17; Johnus 1, 9; Liberterrean 52; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Meskin Memos 7-12; Mini Rigot 1; Miskatonic U. 1.39; Moeshoeshoe 100, 117; Moravian Gazette 10; Mush 8; Mutant I, 1-3; Narsil 7; New York Knife 2, 4; Norstrilla Notes 25, 27, 29; Phrederick the Great 7; Polaska I, 5, 8; Pragmatic Sanction (all); Rane Gyrene 7; The Rigot 24-28; Rohan 1-2; Ruritania 8, 33; Scrambled Eggs 15 on; The Siberian 15-19, 24 (The Asian Blab 2, The Eastern Star II, 1-5, The Greekly Weekly 8-9); Skull & Crossbones 2-3, 5, 8; Spald Jr. I, 2; Supernova 23-24; Tau Ceti I, 1; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; US Dollars 5, 9; Valinor 6; Voice of the North 26; Vortigern 16; Wild 'n Woolly 4; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III--1; The Zine Whose Name No Man Dare Speak 3.

Bellicus 29-30; Black Spot 18 on; Comet 20 on; Court Circular -1, 0, 1, 2, 3-5, 10, 13; Depth Charge 10-11, 17; Dolchstoss 1-2, 4; E&OE 1-6 on; Eclipsor (all); Fifth Column 27-28, 31-32; Filibuster 1-11; Frigate 24-25; The Gods Themselves 1; Gummitalls 7; Hannibal 17, 19-22 on; He's Dead, Jim 1-9; Hyperion 2 on; Japhidrew 5; Jigsaw 1-3; Lemming Express 1-3, 17; Misteimer 1-7; The Norns 13, 15, 17; OJ 12-13; Our 'Enry 11, 13-14; Pendulum 6, 8-25 on; Polaris 3, 15-18; Shelob's Lair 3-5, 11, 13; TFTBF 1; Tarkus 7 on; This Is It (all); TUCA 0, 2-6 on; Turn of the Screw 8; Ummagumma 2, 4, 7; War Bulletin 61-65; Your Albert 1, 3-5.

stencils, write John as he is in the process of converting to a center-stapled zine, and can't

use regular-type stencils.

20. GRAUSTARK. John Boardman (234 E. 19th St., Brooklyn, NY 11226) has been publishing regularly for over 13 years. Need I say more as to reliability? He now has game openings for a \$10 fee and this is a bargain considering what you are getting. Subs alone are 10/\$2.

21. EREHWON. Rod Walker (1273 Crest Dr., Encinitas, CA 92024) still has openings in the last game he'll open in a long time at \$8.50 a slot. This is a rare opportunity, as Rod, more than any other, has made the hobby what it is today. You also get the wittiest zine around.

22. ST. GEORGE AND THE DRAGON. Robert Sergeant (2902 St. Paul St., Indianapolis, IN 46203) publishes Indiana's "other" Diplomacy

zine, and in my unbiased opinion, it is outstanding. Subs are 10/\$2. An excerpt from the last issue: "Diplomacy is convincing England that a French fleet in Lon can defend English territory so much better than the English forces can."

23. TWO DIPLOMATS BORN! On 16 June, Carol and Edi Birsan became parents of a baby girl who has been named Yvonne Crystal. The Birsaurona weighed 7 pounds, 13 ounces and it's rumored Edi intends to wed her to one of the Cow Pastures' princes, thus establishing a new empire from which to conquer the world. On 18 June, the Steve Brooks family welcomed Bryan Stuart into the world. The Montana messenger drowned in the Hoosier rains before revealing the baby's weight.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 21 June 1976. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample game-zine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. John Boardman, 234 East 19th Street, Brooklyn, New York 11226 (13 yrs.)
2. Rod Walker, 1273 Crest Drive, Encinitas, California 92024 (10 yrs.)*
3. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (7 yrs.)
4. Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521 (3½ yrs.)
5. John Leeder, 208 Haysboro Cres. SW, Calgary, Alta., Canada T2V 3G3 (3½ yrs.)
6. Don Horton, 16 Jordan Court, Sacramento, California 95826 (3½ yrs.)
7. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (2½ yrs.)
8. Robert Correll, 44 Rawlinson Ave., Toronto, Ont., Canada M4P 2M9 (2½ yrs.)
9. Richard Loomis (Flying Buffalo, Inc.) Box 1467, Scottsdale, AZ 85252 (2 yrs.)
10. Gil Neiger, Apt. 11B, 300 West 108th Street, New York, New York 10025 (2 yrs.)
11. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, California 95132 (2 yrs.)
12. Randolph Smyth, 249 First Avenue, Ottawa, Ont., Canada K1S 2G5 (2 yrs.)
13. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (1½ yrs.)
14. Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501 (1½ yrs.)
15. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (1½ yrs.)
16. David Head, Box 1231, Huntsville, Ontario, Canada P0A 1K0 (1½ yrs.)
17. Laurence J.P. Gillespie, 23 Robert Allen Dr., Halifax, N.S., Canada (1½ yrs.)
18. Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505 (1½ yrs.)
19. David Truman, 30 Prince Rupert Ave., Toronto, Ont., Canada M6P 2A7 (1½ yrs.)
20. Blair Cusack, 1620-42nd St., SW, Calgary, Alberta, Canada T3C 1Z5 (1½ yrs.)
21. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (1¼ yrs.)
22. Roger Oliver, Box 452, Denville, New Jersey, 07834 (1¼ yrs.)
23. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (1 yr.)
24. John Gross, 32 Gordon Road, Willowdale, Ontario, Canada M2P 1E1 (1 yr.)
25. William A. Clumm, R. R. #1, Amesville, Ohio 45711 (1 yr.)
26. Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583 (1 yr.)
27. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (1 yr.)
28. Adam Gruen, 470 North Street, Harrison, New York 10528 (½ yr.)
29. Carl Adamec, 1217 Viewmont Drive, Niskayuna, New York 12309 (½ yr.)
30. Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590 (½ yr.)
31. Charlie Spiegel, 515 York Road, Willow Grove, Pennsylvania 19090 (½ yr.)
32. Rod Zaccalini, 23861 Park Belmonte, Calabasas, California 91302 (½ yr.)
33. Dennis Agosta, 9 Finlay Place, Newark, New Jersey 07106 (½ yr.)
34. Drew McGee, 65 Winter Avenue, Staten Island, New York 10301 (½ yr.)
35. William Turner III, 20 N. Triphammer Rd., # 3D, Ithaca, New York 14850 (½ yr.)
36. Peter Dale, 3577 Derry Rd. E, #809, Mississauga, Ont., Canada L4T 1E3 (0)
37. Clifford A. Mann II, Barmor Green, SW, Washington, DC 20032 (0)

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